

Minh Nhat Tran

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EDUCATION

Utrecht University

Human Computer Interaction Program - MSc in Information Science

Utrecht, The Netherlands

Expected June 2025

University of Minnesota, Twin Cities

College of Science and Engineering – BSc Computer Science, Minor in Psychology

Minneapolis, Minnesota, USA

May 2022

WORK EXPERIENCE

Rabobank

UX Research Internship

Utrecht, The Netherlands

September 2024 – May 2025

- Working on the Master thesis on the impact of Prompt engineering and chat strategies for LLMs on Users' satisfaction.
- Provided users centered insights through user interviews, surveys, and tests during the product development.

Nuclent – Omni-digital software company

Software Developer (JavaScript/TypeScript)

Hanoi, Vietnam

November 2022 – July 2023

- Worked on the company's flagship product: a low-code platform that builds applications and enables work automation.
- Interviewed users for feedback and requirements, and if needed, provided support and training to customers and/or their workforce in using the platform.

University of Minnesota CSE International Ambassadors Student Association

Buddy Program Coordinator/Board Member

Minneapolis, MN, USA

May 2019 – May 2022

- Initiated and facilitated the Buddy Program's bi-weekly meetup, pairing international students with local peers to encourage culture exchanges and building friendship.

University of Minnesota College of Education and Human Development

Student Research Assistant

Minneapolis, MN, USA

October 2019 – August 2020

- Translated audio and interview transcript in Vietnamese to English for research on the effectiveness of the co-opt farming business model on women empowerment in ethnic-minority region in Vietnam.

TECHNICAL AND PROJECT EXPERIENCE

Personality and Stress: Analyzing Social Media Usage's Stress through the Big Five Model

- Conducted quantitative research on how stress is affected by personality when using social media by analyzing a dataset consisting of 77 participants' phone activities, biosignatures, and self-reported measurements.
- Regression analysis results suggest a higher likelihood of stress, represented as heartrate variability and electrodermal activity, when using social media for a person with high Conscientiousness and high Openness.

Alfredo's Kitchen – A Serious Game for Restaurant/Kitchen Safety Training

- A serious game project made with Unity Engine with the aim of teaching players restaurant/kitchen safety principles through fun and interactive modules based on existing industry standards.
- Playtest evaluation of the first implemented module suggests that the game helps with knowledge acquisition and that the player's experience is characterized by having to take quick and accurate actions.

Avocado Connect – A Data Visualization Dashboard for US Avocado Information

- A front-end project using 3D.js to implement interactive and meaningful visualization for US avocado prices and quantity from 2021 to 2023.
- Raw data was imported from the Hass Avocado Board and processed using Python.

Book Buddy – Enchanting a Bookmark

- A smart physical bookmark designed in the shape of an enchanting tree to motivate readers and non-readers. Fellow owners can connect through the bookmarks' features when reading.
- Participated in the product design, the assembling of the product, and the user study to validate the functionalities.

SKILLS

- Programming, qualitative and quantitative research, interaction design, data analytics and visualization
- Programming Languages:** Python, JavaScript/Typescript (React, Vue), HTML/CSS, MySQL/PostgreSQL
- Languages:** Vietnamese (Native), English (Fluent), Dutch (Beginner – A1)
- Professional Interests:** UI/UX, human-computer interaction, data analytics and visualization, AI and machine learning, software and web development, and computer ethics