

# Minh Nhat Tran

0645-861-461 | mn.tran1216@gmail.com | <https://minhtran12.github.io/profile/home.html>

## 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

## 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 and Bootstrap 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' functionality when reading.
- Participated in the product design, the assembling of the product, and the user study.

## WORK EXPERIENCE

### Rabobank

UX Research Internship

Utrecht, The Netherlands

September 2024 – March 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 enable 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.

## SKILLS

- Programming, qualitative and quantitative research, 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