

Minh Nhat Tran

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EDUCATION

Utrecht University

Human Computer Interaction Program - MSc in Information Science

Utrecht, The Netherlands

Expected May 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.

Culina – A Recipe Tracker and Grocery Planner Application

- A full-stack project using Vue.js and Google Firebase that helps users keep track of cooking recipes and allows grocery list generation based on saved recipes.
- The application supports online recipe importation using MyCookbook.io API, along with normal CRUD functionality.

WORK EXPERIENCE

Nuclent – Omni-digital software company

Hanoi, Vietnam

Software Developer (JavaScript/TypeScript)

November 2022 – July 2023

- Worked on the development of the company's flagship product: a low-code platform that can build application products and enable workflow 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

Minneapolis, MN, USA

Buddy Program Coordinator/Board Member

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

Minneapolis, MN, USA

Student Research Assistant

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.

Hanoi Open University E-Learning Center

Hanoi, Vietnam

Software Engineer Intern (Python, Java)

June 2019 – August 2019

- Enhanced middle-ware communication of the university's database system by introducing algorithm optimization.

SKILLS

- Programming, qualitative and quantitative research, data exploration
- 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 analysis and visualization, AI and machine learning, software and web development, and computer ethics