

Quyen Tran

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OBJECTIVE:

To obtain a Summer 2017 application developer internship

EDUCATION:

Georgia Institute of Technology, Atlanta, GA

May 2016 - Present

- Bachelor of Science in Computer Science
- GPA: 3.8/4.0
- Threads: Media, People

Expected Graduation: Dec 2018

Georgia Gwinnet College

August 2013 - Dec 2015

- Software Development
- GPA: 3.9/4.0

WORK EXPERIENCE:

Boat People Sos, Inc, Norcross, GA

March 2013 - May 2014

Advisor of Automation Technologies

- Advised and demonstrated the ability to automate workflows in Microsoft Word, Excel, PowerPoint and Access using macros and VBS scripting
- Advised and demonstrated the integration of Workflow on iPad with the iOS Share Sheet Extension to automate enterprise tasks, such as reformatting scanned documents and uploading them to the server, as well as generating charts based on parsing JSON responses from web APIs

PROJECTS:

Crowd-Sourced Water Reporting App

January 2017 - Present

- Dynamically populated custom table views containing cells with custom SurfaceView and CGContext drawings with water quality data from RESTful web APIs
- Allowed securely authenticated users to submit new water quality data to the web database using asynchronous POST requests
- Collaborated in a group that follows the Agile development practice, where constant demonstrations based on draft designs, tentative architecture and functioning code are provided before the final release

Civilization Game

August 2016 - January 2017

- Created a clean-room MVC implementation of the Civilization game in Java 8, with high-clarity code constantly check-styled against a consistent guideline and methods continuously refactored
- Built an UI-independent gaming model through built-in and custom Java data structures with objected-oriented principles such as polymorphism and abstraction
- Designed custom views by combining JavaFX widgets and layout frameworks such as ObservableList and VBox
- Built controller to communicate model and view with an extensive utilization of lambda expressions, so that mouse and keyboard events from view triggers controller logic and updates the view

LEADERSHIP:

Student Alumni Association, SAA (*Member*)

August 2016 - Present

iOS Club, Georgia Tech (*Member*)

January 2017 - Present

SKILLS:

Programming Languages and Platforms:

Java, JavaFX, Android Development, iOS and Cocoa Touch Development, Swift

Languages:

English, Vietnamese and Korean

Practices:

Agile and Scrum