Richard Tran

Email: richard.p.tran@gmail.com   **Website**: richardtran.github.io   **Phone**: (609) 442 - 0918

EDUCATION

Rutgers University – New Brunswick, NJ   September 2012 – May 2016
Bachelor of Science, Computer Science   **GPA**: **3.36 / 4.00**

WORK EXPERIENCE

Bamtech Media/MLBAM --- Associate Software Engineer   November 2016 – Present
- Developing software on the content engineering team, responsible for pipelining and processing media content such as articles, videos, and streams. Leveraging different stacks and technology based on the application and requirements, including Java, Amazon Web Services, JavaScript ES5 & ES6, Node.js, XSLT, Python 2.7.x & 3.0.x.
- Primary projects include providing media, sports data, and game content to be used by the front end and mobile application teams. Used by the MLB, and club websites, as well as MLB.TV, AtBat app, and more.
- Identical work done for MiLB, NHL, PGA, HBO-Now, WWE, and other partners.

Prudential Financial --- Web Developer Intern   June 2016 – August 2016
- Developed and designed both the front and back-end of a web application that centralizes server data such as CPU, memory, and disk usage from multiple machines for Prudential's Annuities database administration team.
- Implemented web-based on-call scheduling management system, replacing writing in an Excel sheet.
- Used C#, ASP.NET, AJAX, and jQuery to retrieve and display data from multiple servers to a client web browser.
- Significantly reduced team's time spent retrieving usage data proportional to number of active servers.

Advanced Systems Concepts --- Technical Support Specialist Intern   May 2015 – August 2015
- Consulted engineers and database administrators from other companies including Subway to optimally use the company's primary product and its API, leading to significantly reduced customer development time.
- Contributed and maintained documentation of company software's API that customers referenced daily.
- Investigated customer software and distributed system issues in both development and production environments.

PROJECTS

Casual Rifting – Awarded '**Best Solo Hack**' at Rutgers HackRU Spring 2016
- Oculus Rift DK2 virtual reality project that immerses the user to a ride down a track, shoot down an objective, and avoid randomly generated obstacles.
- Developed using C#, Unity 3D's engine, Oculus Rift DK2, and the Oculus Rift API.

Hadoop Chess Analysis
- Analyzed hundreds of GB's of competitive chess games stored in PGN files at *http://www.ficsgames.org/*.
- Developed in Java using Amazon's Hadoop to distribute jobs of map, reduce, and combine, using multiple Amazon EC2 distributed virtual systems.

TECHNICAL SKILLS
(*ORDERED BY PROFICIENCY*)

__Programming Languages__ --- Java, JavaScript ES5 & ES6, C#, C, XSLT2, Python 2.7.x, SQL, HTML/CSS, C++
__Frameworks__ --- Express.js, ASP.NET,
__Database Management Systems__ --- Microsoft SQL Server, Oracle SQL Databases, MySQL
__Operating Systems__ --- Windows, UNIX/Linux, Mac OS X
__Other__ --- Git, Node.js, Bootstrap, jQuery, jQuery UI

LEADERSHIP EXPERIENCE

Rutgers Women's Hackathon (HackHers) Mentor   March 27, 2016 – March 28, 2016
- Provided 24 hour assistance to programmers seeking to realize their applications by helping debug their code, as well as suggest frameworks that would best fit their design.