Long Hoang Tran

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Seeking a Software Engineer/iOS Developer position where I can utilize my skills in Swift, SwiftUI, Python,... and other programming knowledge to develop high-quality software products.

EDUCATION

University of Illinois at Chicago (UIC) August 2018 – December 2023
Bachelor of Science in Computer Science GPA 3.62/4.0
Member of Honor Society

SKILLS

Programming Languages: Swift, C/C++, Python, Java
Software/Frameworks: Firebase, Git/GitHub, Swift Concurrency, MapKit, MusicKit
Member of Apple Developer Program
Spoken Language: English, Vietnamese

WORK EXPERIENCE

AI Research in Pharmacy   February 2024 – Present
Freelance job in Applying OpenAI in Pharmacy

iOS Developer Intern
Checago Coffee App   January 2024 – April 2024
- Collaborated with a dynamic team on iOS development and contributed to cross-platform (iOS and Android) discussions and planning.
- Led the transition of the app to SwiftUI from UIKit, enhancing UI/UX and streamlining codebase maintenance.
- Enhanced app performance and responsiveness by integrating Swift Concurrency for optimized API calls.
- Applied MapKit to help build a better Map Experience for users.
- Revamped Authentication and Authorization processes using Firebase Authentication, ensuring seamless integration with the company/s backend, and enhancing security protocols.

Part-time GenAI Response Evaluator
Remotasks   December 2024 – Present
- Engaged in a part-time role focused on critically evaluating GenAI responses to ensure accuracy, relevance, and creativity.
- Crafted compelling responses to a wide range of creative logical prompts, leveraging a deep understanding of subject matter and audience engagement.
- Performed detailed evaluations of GenAI-generated responses to creative prompts, identifying and implementing enhancements to increase clarity, creativity, and user engagement.

PROJECTS

CasinoProfit   January 2024
- Developed a personal project independently aimed at helping casino players track their overall profit after each visit to the casino.
- Utilized SwiftUI for the UI design, implemented the MVVM architecture for scalable and maintainable code, and integrated AppStorage for efficient data persistence.
- The app is currently available on the App Store, supporting iOS, iPadOS, and tvOS, making it accessible across a wide range of Apple devices.
- For more details and to download the app, visit the App Store: https://apps.apple.com/vn/app/casinoprofit/id6476453998

myNote.   March 2023
- Independently developed a personal project to enhance digital note-taking experiences.
- Designed and implemented the UI/UX using SwiftUI, focusing on simplicity and user-friendliness. Adopted the MVVM architecture for a robust and scalable application structure, and integrated Core Data for efficient local data storage.
- Available on the App Store, supporting iOS and iPadOS, catering to a diverse range of Apple device users.
- Explore and download the app at: https://apps.apple.com/vn/app/mynote/id1673181549

Music Blender App   February 2023
- Collaborated on a group project to develop an innovative application that aggregates the most popular music tracks in specific city areas, enhancing local music discovery.
- Led the UI/UX optimization process using SwiftUI, ensuring a seamless and engaging experience for iOS users.
- Implemented Firebase as the backend solution, enabling real-time data handling and efficient user interaction with the music lists.
- Spearheaded the research and integration of MusicKit by Apple, allowing for sophisticated interactions with Apple Music's vast library and user-specific music data.
- Github link: https://github.com/ZeroZ9/Music-Blender

RELEVANT WORK EXPERIENCE

Interior advisor
Umber Coffee Shop   August 2021 – December 2022

HONORS

Scholarship from Shorelight Organization for every semester in UIC   2018-203

VOLUNTEERS

E-test Assisted Disadvantaged Children   February 2028