Albert Tran

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SKILLS

Languages: C++, Python, TypeScript, JavaScript, Java, SQL, C, Ruby, HTML, CSS

Technologies: React, Next.js, Ruby on Rails, GraphQL, NodeJS, Tailwind CSS, Express.js, Vite, Firebase, Axios, Redux

Tools: PostgreSQL, AWS S3, Redis, DynamoDB, MongoDB, Unity

EXPERIENCE

Kortex Jan. 2024 – Aug. 2024

Software Engineer

Toronto, ON

- Launched a real-time collaborative document editor adopted by **20K+ users**; engineered real-time sync using **CRDTs** and **WebSockets** to deliver seamless multi-user editing with low-latency performance
- Built infrastructure for an Al-powered chatbot that handled >100K messages in first month using WebSocket connections, message streaming, token-based auth, and persistent chat history
- Reduced application load time by over 40% through bundle optimization, state memoization, and efficient caching
- Helped lay the technical foundation as one of the first engineers; worked closely with stakeholders to translate needs into functional requirements and established core code structure, design patterns, and developer workflows

Tesla May 2023 – Aug. 2023

Software Engineer

Fremont, CA

- Led frontend rebuilt of internal CRM originally designed to replace Salesforce; a system used to manage 40k+
 global prospects and contributing to over \$1M in annual license savings
- Built comprehensive data tables and inline management tooling to track sales pipelines and handle interactions
- Designed SSO auth systems implementing both M2M and USER tokens via ADFS optimized with Redis caching
- Collaborated cross-functionally with backend and security teams on **distributed systems** to streamline data pipelines, enhance frontend performance, and improve system reliability across the CRM platform
- Designed **BFF architecture** to consolidate 10+ data sources; reduced API traffic by **83%** and improved frontend response times by **40%**

Halp Inc. Sep. 2022 – Dec. 2022

Software Engineer

Toronto, ON

- Developed internal tools for advisors, reducing processing time by 25% and freeing 15 staff hours/week
- · Increased product sign up conversion rate by 150% through SEO optimization and by onboarding UX improvements
- Implemented unit and integration testing using Jest to strengthen scalability with 92% code coverage

Canix Jan. 2022 – Apr. 2022

Software Engineer

San Francisco, CA

Created and launched a reusable React component library to standardize UI across applications leveraging
 Storybook and ThemeUI to create a monolith for 80+ React components

Sponsor Circle Inc.

Jun. 2021 - Sep. 2021

Software Engineer

Toronto, ON

 Spearheaded front-end overhaul from HTML to React decreasing technical overhead, reducing server response and page rendering times by 40% to lower memory usage and improving long term scalability

PROJECTS

Omw! 𝚱 | Map-based social media app in React Native | over 100 active users!

Personal Website 6 | Check out more of my projects here!

CortexOS | C. ARM

- Engineered a **C based operating system** incorporating advanced features such as multitasking, memory management, file system support, process communication, and device management
- · Implemented Interrupt-driven I/O, LRU Paging algorithms, and Multi-level Feedback Process Queues

EDUCATION

University of Waterloo

Apr. 2025