

Albert Tran

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

Technologies : React, Ruby on Rails, GraphQL, NodeJS, Express.js, Axios, Redux, Tiptap, Prosemirror

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

EDUCATION

University of Waterloo

2020 - 2025

Bachelor of Software Engineering (BSE)

Waterloo, Ontario

- **GPA**: 3.9 - Dean's List x6

EXPERIENCE

Kortex

Jan. 2024 – Aug. 2024

Software Engineer

Toronto, ON

- Core member in the inception of the Kortex note-taking application, collaborating with stakeholders to translate needs into functional requirements and **leading** core feature development ensuring a successful launch to **20k+ users**
- Engineered a **real-time collaborative editing platform** with rich-text capabilities, leveraging **Tiptap**, **Prosemirror**, **Y.js**, and **WebSockets** to enable seamless multi-user editing with consistent **sub-200ms** latency
- Achieved a **45%** reduction in app load time through bundle size reduction, state memoization and efficient caching
- Developed **Kai-Chat**, an AI-powered chatbot leveraging **ChatGPT** that streamlined user interactions and tracked user engagement metrics, informing ongoing feature enhancements

Tesla

May 2023 – Aug. 2023

Software Engineer

Fremont, CA

- Owned the revamp of Tesla's internal **CRM** application (replacing Salesforce) building comprehensive data tables and inline management tooling to track sales leads and handle interactions for **40k+** global prospects
- Designed **SSO** authentication systems with both USER and M2M tokens via **ADFS** and optimized with **Redis** caching to ensure session security on a sales platform estimated to produce over **\$1 million** in yearly revenue
- Implemented **BFF layer** architecture patterns to encrypt sensitive data and reduce network requests by **83%**

Halp Inc.

Sep. 2022 – Dec. 2022

Software Engineer

Toronto, ON

- Led the development of new features, using **React/TypeScript**, **Phoenix** models and **GraphQL** mutations/queries
- Implemented **unit** and **integration** testing using **Jest** to strengthen scalability with **92%** code coverage

Canix

Jan. 2022 – Apr. 2022

Software Engineer

San Francisco, CA

- Developed **50+** features and bugfixes, creating UX workflows in **React**, managing back-end models through **Rails Active Record**, defining **Ruby-GraphQL** mutations/queries, and designing Rails model **unit tests**
- Launched Canix **component library**, leveraging **Storybook** and **ThemeUI** to create a monolith for **80+** 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

Sprite Tester 🎮 | Interactive playground to upload and test video game sprite assets

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**