ANDREW TRAN

FULL-STACK PRODUCT ENGINEER

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PRINCETON UNIVERSITY

CLASS OF 2016 GPA 3.54 / 4.0

B.S. Computer Science, minors in Architecture, East Asian Studies

COURSEWORK

ADVANCED COMPUTER NETWORKS (GRADUATE COURSE) COMPUTER NETWORKS ARTIFICIAL INTELLIGENCE

INFORMATION RETRIEVAL AND DATA DISCOVERY

COMPUTER GRAPHICS

ALGORITHMS AND DATA STRUCTURES

HUMAN-COMPUTER INTERACTION (COURSERA, UCSD) ADVANCED PROGRAMMING TECHNIQUES

PROGRAMMING SYSTEMS

EXPERIENCE

SOFTWARE ENGINEER INTERN (ANDROID) + KPCB FELLOW SF - CA

IUNE 2015 - AUG. 2015

Java [Android]

Android engineer on the cross-functional core mobile team responsible for architecting both mobile clients and mobile API endpoints. /

Worked on internal tooling that allowed client-side feature configurations for regressions. / Built test coverage reporting into the CircleCI + Gradle build cofiguration. /

Lead Android engineer on initiatives to introduce synchronous private messaging and replace Instabug SDK dependency with an in-house solution. /

HONG KONG FREE PRESS

VOLUNTEER IOS ENGINEER POK FU LAM - HONG KONG (REMOTE)

JULY 2015 - PRESENT

Swift

Volunteered my services to architect an iOS news reader shortly after the hotly anticipated and controversial launch of the HKFP web publication. /

Scrapes and exposes news story data through an API endpoint hosted as a compute service. /

HONG KONG UNIVERSITY OF SCIENCE AND TECHNOLOGY

SOFTWARE ENGINEER INTERN (ANDROID) CLEARWATER BAY - HONG KONG

JUNE 2014 - AUG. 2014

Java [Android], R

Led the design and development of a new panoramic indoor navigation application for Android. / Led the redesign of the identity for the Wherami brand. /

Refactored database queries made by a separate indoor positioning application being introduced at Hong Kong International Airport (HKG). /

Designed and implemented an improved sensor fusion algorithm for intertial navigation in offline mode that reduced error to less than 7%, accumulating in a full demo presented to an audience at a press conference at Hong Kong's Cyberport. /

GOOD ST.

FULL-STACK ENGINEER NEW YORK - NY

IAN. 2014 - IUNE 2014

Rails, HTML/CSS/JavaScript

Built a social layer on top of Good St.'s email-based subscription charity-giving platform by designing user profiles that displays a user's charities and impact. / Integrated the prior checkout system with the Stripe payment API. /

FIRESTOP APP

FRONT-END ENGINEER NEW YORK - NY

MAR. 2014 - MAY 2014

HTML/CSS/JavaScript

Designed and coded the version of the website that was featured on The Next Web. / Illustrated a set of custom UI icons featured on the website ./

OPENSESAME

VENTURE HACKER PORTLAND - OR

JUNE 2012 - AUG. 2012

HTML/CSS

Placed 1st among 12 interns in the number of sellers sourced and recruited onto the OpenSesame marketplace for online courseware. /

PROJECTS

CABIN PORN CHROME EXTENSION

JAN. 2015 - PRESENT

HTML/CSS/JavaScript

Inspiration for your quiet place somewhere. / An unofficial new tab extension inspired by the heroes behind cabinporn.com /

Get a beautiful cabin every time you open a new tab. /

SUBDUCTION

JULY 2015 - AUG. 2015

Java [Android]

An open source shake-to-feedback library developed for Android, iOS, and web during Nextdoor's internal 'Refine Week'. / Enables bug reporting through annotation and JIRA integration. /

/SLASH/

JUNE 2015 - PRESENT

HTML/CSS/JavaScript

A little web app for rapid playback of Soundcloud favorites. /

EQUALIZE.PY

SEP. 2014 - JAN. 2015

Python, C

A POX SDN controller that allows services to register clients that forward traffic to and from available servers on routes that significantly reduce latency bias between pairs of clients. /

ENCHORD

FEB. 2014 - JUNE 2014

MongoDB, Express, Angular, Node

The Enchord web app gives guitarists a one-stop platform for composing, saving, and sharing their music. Work included implementing a custom markup language that fed into a realtime parser and visualization engine, and crafting a responsive mobile interface suitable for musicians on-the-go. /

SKILLS

WEBSTACK

HTML/CSS/IAVASCRIPT **RUBY ON RAILS** DJANGO, FLASK

LEARNING: NODE.JS, ANGULAR.JS

MOBILE

JAVA [ANDROID] iOS

SCRIPTING

PYTHON RUBY

DISCIPLINES

UIUX - WEB + MOBILE

TOOLS

SKETCH

TECHNIQUES

RAPID PROTOTYPING

