Andy Tran

+1 587-920-6558 | anhquoctran006@gmail.com | linkedin.com/in/andy | github.com/andy

EDUCATION

University of Alberta

Edmonton, AB

Bachelor of Science with Honors in Computing Science

September 2021 - May 2025

• GPA: 3.9

• Relevant Coursework: Web Applications and Architecture (CMPUT 404); Software Process and Product Management (CMPUT 401); Software Quality (CMPUT 402); Parallel and Distributed Systems (CMPUT 481); Software Engineering (CMPUT 301); Operating Systems (CMPUT 379); Computer Networks (CMPUT 313); Databases (CMPUT 291); Algorithms (CMPUT 204); Computer Architecture and Organization (CMPUT 229)

EXPERIENCE

IT Solutions Developer Intern

May 2024 – August 2024

Ovintiv Inc.

Calgary, AB

- Assisted in constructing a large language model for the company's IT Knowledge Bases utilizing **Azure OpenAI** and **Azure AI Search**, decreasing the time and effort required to search through numerous knowledge articles
- Developed an efficient data pipeline with **FastAPI** to automate the synchronization process of more than 4500 knowledge articles between **ServiceNow** and **Azure Blob Storage**, reducing manual effort by 95%
- Automated over 20 workflows in the ServiceNow IT Portal, saving more than 100 hours of manual work per month

Undergraduate Teaching Assistant

September 2023 – April 2024

University of Alberta

Edmonton, AB

- Helped more than 1000 students in two courses CMPUT 201 and CMPUT 204 with understanding complex data structures, algorithms and C programming concepts during office hours and lab sessions
- Graded assignments and exams, providing detailed feedback to help students improve coding skills and algorithmic thinking, thereby promoting continuous learning and improvement
- Collaborated with the course instructor to develop teaching materials and conduct review sessions, enhancing overall course effectiveness and student engagement

Projects

Go Distributed Service | Go, gRPC, Kubernetes

September 2024 – Present

- Develop a distributed Go service using layered architecture, from basic storage handling to complex networking, deployment, and testing, utilizing gRPC, Kubernetes, and many other distributed systems concepts such as protocol buffers and consensus algorithms
- Implement secure communication, observability, and service discovery, ensuring an efficient, maintainable system

Four-Colour Map Theorem Solver | Next.js, Go's net/http, Flask, PostgreSQL September 2023 – July 2024

- Developed a web interface using **Next.js** (with **React** and **TailwindCSS**) and **TypeScript** and a drawing canvas using **p5.js**, with Bresenham's line algorithm implemented for precise line rendering
- Implemented a backtracking algorithm to efficiently color maps with no more than four colors using **Python** and **Flask**, effectively solving the Four-Colour Map Theorem
- Integrated user authentication with JWT using Go's net/http and PostgreSQL, enabling secure sign-in and profile management

NexaPulse Distributed Social Networking | Svelte, Django, PostgreSQL

January 2024 – April 2024

- Developed a social networking web interface using Svelte, with a focus on real-time communication with AJAX
- Collaborated with three other groups in CMPUT 404 to build a distributed network of APIs to allow node-to-node connection between applications, enabling efficient inter-application communication
- Engineered secure and scalable backend infrastructure with **Django** and **PostgreSQL**, integrating robust authentication and authorization mechanisms to ensure data integrity, privacy, and overall system performance

TECHNICAL SKILLS

Languages: Python, Go, C/C++, JavaScript/TypeScript, HTML/CSS **Front-End**: React, Redux, Next.js, Svelte, TailwindCSS, Bootstrap

Back-End: Django, Flask, FastAPI, Go's net/http, gRPC, PostgreSQL, MongoDB

Cloud: Microsoft Azure. ServiceNow

Other Technologies: Git/GitHub, Docker, Kubernetes, nginx, Postman