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ANDY TRAN

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Portfolio Website
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EDUCATION

Edmonton, AB University of Alberta

September 2021 – May 2025

Bachelor of Science (Honors) in Computing Science.

Academic Achievements:

- GPA: 4.0
- Coursework: Software Engineering in Java (CMPUT 301); Operating System (CMPUT 379); Advanced Games Programming in C++ (CMPUT 350); Database Management Systems (CMPUT 291); Algorithms (CMPUT 204); Practical Programming Methodology in C (CMPUT 201); Computer Architecture and Organization (CMPUT 229); Basics of Machine Learning (CMPUT 267); Discrete Math (CMPUT 272).
- Dean's Honor Roll 2022-2023.
- University of Alberta International Entrance Citation valued at \$40,000.

TECHNICAL EXPERIENCE

Recent Personal Projects

- DevelopEd 2.0 Four-Colour Map Theorem Solver (2023). A hackathon collaborative web project that shows a graph-based solution for the Four-Colour Theorem by letting the user draw a map and receive a coloured one. Built using Next.js (with React.js and Tailwind CSS) and p5.js on the front end and Flask, skimage (image processing), clingo (non-procedural programming), and MongoDB on the back end.
- FlexVerse (2023). A MERN social media application for fitness enthusiasts. Special features include messaging and creating a workout template. Built using React.js, Redux.js, and MUI on the front end and Node.js, Express.js and MongoDB (with Mongoose) on the back end.
- BEAST Inventory Manager (2023). A MERN inventory management application for managing an inventory of products or goods. Main purposes include inventory tracking, sales order management, and real-time sales monitoring and analytics. Technologies used: React.js, Redux.js, and MUI on the front end and Node.js, Express.js and MongoDB (with Mongoose) on the back end.

WORK EXPERIENCE

Undergraduate Teaching Assistant

Fall 2023 - Winter 2024

University of Alberta, Edmonton, AB

- Teaching Assistant for CMPUT 201 (Practical Programming Methodology in C).
- Duties: grading lab assignments in C, helping students in lab sessions, and preparing review materials to enhance students' understanding of essential concepts.
- · Skills acquired: teamwork, communication, presentation, problem-solving, and networking.

Computer Science Academic Cohort Leader

Fall 2022 – Spring 2023

University of Alberta Residence Life, Edmonton, AB

- Organized academic events that help first-year computer science students overcome academic challenges.
- Academic programs hosted: coding contests, career workshops, study sessions and tutoring services.
- Helped students engage with academic resources and get more involved in the tech industry.

SKILLS

- Programming Languages: Python; C; C++; Java; HTML; CSS; JavaScript; TypeScript; Julia; RISC-V Assembly.
- **Technologies**: Next.js, React.js, Redux.js, Material UI, Tailwind CSS, Bootstrap, jQuery, MongoDB, Mongoose, Node.js, Express.js, Firebase, SQLite, Git, GitHub.
- Hobbies: Swimming and Bodybuilding.