

Brian G. Tran

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EDUCATION

School: University of California San Diego

Expected Graduation Date: Dec 2023

Degree/Major: Electrical & Computer Engineering

Relevant Coursework: Software Tools & Techniques, Advanced Data Structures, Software Engineering, Principles of Computer Operating Systems, Components & Circuits, Circuits & Systems, Computer Organization & Systems Programming, Component & Design Techniques for Digital Systems, Digital Systems Lab, Design & Analysis of Algorithm, Introduction to Analog Design, Engineering Probability & Statistics, Computer Architecture: A Software Perspective, Software Project for Computer Architecture

SKILLS

Languages: Java, C, C++, JavaScript, Angular Web Framework, HTML/CSS, Python, System Verilog, MATLAB

Tools & Technologies: VIM, GVIM, Unix, Bash, GDB, Valgrind, VSCode, AERY32, Autodesk Inventor, AutoCAD, ModelSim, LTSpice, Quartus Prime

Industry Knowledge: Object-Oriented Design & Programming, Test Driven Development, Unit Testing, CI/CD

PROJECTS

Bullet Journal App

April 2021 - June 2021

- Designed a web app to allow users to log their details about their daily, monthly, and yearly objectives, with built in trackers
- Devised an ID schema to determine what type of object (daily, monthly, yearly) is being stored, fetched, or deleted
- Utilized Github Actions to implement deployment workflow to Github Pages
- Used Jest Puppeteer for end to end testing to call functions and measure effects by monitoring web application elements (i.e: adding a bullet point)
- *Technology and Frameworks used:* JavaScript, HTML/CSS, IndexedDB

Huffman Compression/Uncompression

March 2020

- Implemented a program utilizing trees, priority queues, and vectors that implement the Huffman Algorithm to compress and uncompress files optimizing storage space.
- *Technologies and Frameworks used:* C++

Graph Implementation

March 2020

- Designed a class to build and represent abstract graphs with weighted/unweighted edges given an input CSV file
- Implemented Dijkstra's Algorithm and Breadth-First Search to find the shortest weighted and unweighted paths between two vertices.
- *Technologies and Frameworks used:* C++

EXPERIENCE

Glidewell Industries, Software Engineering Intern, Contractor

June 2022 - Jan 2023

- Worked as a full stack software engineer on the company's customer relationship and management systems.
- Utilized GitLabs and for continuous integration and deployment for company projects.
- Worked in Scrums and Sprints
- *Technologies and Frameworks used:* NodeJS, React, Angular, Postman, CSS, HTML, TS, MongoDB.