JACOB TRAN
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EDUCATION

University of Colorado Boulder
Bachelor of Science | Computer Science | May 2019
Major GPA | 3.56
Cumulative GPA | 3.11

EXPERIENCE/PROJECTS

Northrop Grumman Neural Network Project
Sep 2018 – May 2019
- Project for Senior Capstone (Python, PyTorch, Keras)
- Analyzed various deep learning models to identify and detect moving objects in videos. We will compare the accuracy and efficiency of modern models and give recommendations on recursive neural networks object identification and detection.

"PlayerKnown's Battlegrounds" | Jan 2018 – May 2018
- Project for Data Mining Course (Python)
- Data mined the popular video game, PlayerUnknown's Battlegrounds. As a group, we mined data that pertained to helping users survive longer, manage weapons and plan initial drop/final circle locations.
- "Big Data" where we mined information from one million data points, statistics and clustering.

LineageOS | Branch Maintenance | *Nov 2017 – Jan 2018*
- Automated the compilation process for LineageOS' operating system as the main branch developed alongside Vanilla Android.

RELEVANT COURSEWORK

- Data Structures (C++)
- Algorithms (Python)
- Object-Oriented Analysis and Design (Java)
- Introduction to Artificial Intelligence (Python)
- Introduction to Data Science (Python)
- Data Mining (Python)
- Programming Workshop (C++)
- Database Systems (SQL/NoSQL)

SUMMARY

I am graduating in May and I am interested in pursuing a career in software engineering or data science. I have experience in object-based coding languages along with exposure to extensive projects pertaining to data science and big data.

TECHNICAL SKILLS

C++, Python, Java, MySQL, MongoDB, Cassandra, JavaScript, NodeJS, PHP, HTML/CSS, Bash, Matlab, Scala, Hadoop

GitHub/Git, AWS, Tableau, Bootstrap, Slack, Heroku, Travis CI, Spring Framework

STRENGTHS

Data Science
Software Development
Object Oriented Design Principles
Agile Methodology