# **Jacob Tran**

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Work Experience\_\_\_\_\_

#### **Big Compass** | **Software Consultant**

Jul 2019 - Present

• Dependent on project.

# Projects \_\_\_\_\_

#### Visual Tracking Analysis | Data Lead

Sep 2018 - May 2019

Senior Project for Northrop Grumman

Python, PyTorch, Keras, Tensorflow, OpenCV

- As the data lead, I was responsible for evaluating the accuracy of different object tracking/detection algorithms for live and offline video feeds. Contributed to the implementation and design of these algorithms.
- Analyzed various deep learning models to identify and detect moving objects in videos. Compared the
  accuracy and efficiency of modern models and gave recommendations on recurrent neural networks for
  object identification and detection.

#### "PlayerKnown's Battlegrounds"

Jan 2018 - May 2018

Project for Data Mining Course

Python, Jupyter Notebook, scikit-learn

- Mined data from the popular video game, PlayerUnknown's Battlegrounds. Designed an in-depth survival guide pertaining to giving players the best tactics for surviving longer, managing weapons and planning path of travel.
- "Big Data" where information from over one million data points were mined.

## Technical Skills

**Languages** Python • C++ • Java • JavaScript • NodeJS • MySQL • HTML/CSS • Matlab • Scala

**Software Tools** GitHub/Git • Travis CI • AWS • Tableau • Spring Framework • Slack **IDE/Text Editors** IntelliJ • Vim • Nano • Visual Studio • Anaconda/Jupyter Notebook

## Education

### **University of Colorado Boulder**

Aug 2015 - May 2019

Bachelor of Science, Computer Science GoldShirt Scholarship
Major GPA: 3.6 Cumulative GPA: 3.2

## 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)