

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

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

**July 2019 – Present**

- Dependent on project.

### **Northrop Grumman Neural Network Project**

**Sep 2018 – May 2019**

Python - PyTorch, Keras, Tensorflow, OpenCV, scikit-learn

- 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 of these algorithms.
- As a team we analyzed various deep learning models to identify and detect moving objects in videos. We 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**

Python – Jupyter Notebook, scikit-learn

- Mined data from the popular video game, PlayerUnknown’s Battlegrounds. As a group, we 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 we mined information from one million data points, statistics and clustering.

## 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

## 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)

## STRENGTHS

Data  
Software Development  
Object Oriented Design  
Principles  
Agile Methodology  
Machine Learning