# Brian Tran

Lincoln, NE | 402-216-8401 | BrianJayTran@gmail.com | https://www.linkedin.com/in/brian-jay-tran/

## Education

**UNIVERSITY OF NEBRASKA LINCOLN**                                              *DECEMBER 2025*
- Bachelor of Science in Computer Engineering | GPA: 3.48
- Related coursework: Software Engineering, Embedded Systems, Data Structures, Unix Programming, Circuits Analysis I (DC State), Circuits Analysis II (AC State), Circuits Analysis III (MOSFETS), Computer Organization, Computer Science I (C), Computer Science II (Java), Signals and Systems

## Skills

- Experience in using: C, C++, C#, Java, SQL, Nios II Assembly, VHDL, VS Code, Visual Studio, React, CSS, Ruby, Ruby on Rails, Sinatra
- Languages**:** English (Fluent), Vietnamese (Conversational)
- Critical thinking, Strong Communication, Leadership Skills, S.O.L.I.D Principles, MVC Design, Project Planning

## Projects

**FULL-STACK DEVELOPER FOR KIEWIT GARAGE MANAGER**                              *FALL  2024*
*RUBY, CSS, SQL, SINATRA*
- Developed UX/UI pages using CSS and Sinatra that followed visual guidelines for student and faculty usage
- Utilized Ruby and SQL to engineer and implement feature requests from the sponsor
- Implemented TravisCI to run automated unit testing on new builds to ensure quality development
- Lead weekly sponsor status meetings to provide updates and gain feedback from the sponsor

**AUTONOMOUS MAZE SOLVER**                                                      *SPRING 2023*
*C++, ARDUINO, C*
- Utilized C++ to incrementally develop an Arduino robot to independently complete an obstacle course
- Achieved an obstacle course completion time of 20 seconds
- Used Arduino specific bit-registers to create PWM's and Interrupts to correctly run motors and sensors
- Engineered a system to receive, read, and execute directional movements from an IR Remote

**ONLINE COMMERCE STORE**                                                       *FALL 2023*
*C#, SQL, REACT*
- Utilized SQL Server Express and implemented an Entity-Relationship based database
- Modeled C# classes after MVC design to create a cohesive connection between back-end and front-end
- Programmed the front-end store using React to create a friendly user interface and user experience

**CENTRAL PROCESSING UNIT**                                                     *SPRING 2023*
*C, VHDL*
- Designed the Register File, Arithmetic Logic Unit, Control Unit, and Memory I/O using VHDL
- Modeled and programmed specific instructions using Harvard Architecture for a 16-bit processor
- Built and Flashed VHDL codes onto an FPGA to test the accuracy of the CPU implementation

**ASSET MANAGEMENT BANK SYSTEM**
*MYSQL, JAVA, JAVASCRIPT OBJECT NOTATION*                                        *SPRING 2022*
- Modeled and implemented a database design using MySQL servers and Java Database Connections
- Represented common bank assets utilizing object-oriented paradigms in Java
- Designed a system to create reports and summaries of accounts using JavaScript Object Notation

## Involvement

**LAMBDA PHI EPSILON INTERNATIONAL FRATERNITY INC**                             *SPRING 2022-PRESENT*
- Chaired the role of New Member Educator to interview, onboard, and mentor the Spring 23 Class
- Chaired the role of Multicultural Greek Council Delegate to act as a liaison for the council
- Chaired the role of Historian and overhauled the outdated system of records