Caryn Tran

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

Master's of Science in Electrical Engineering & Computer Science, August 2019
(with secondary focus in education)
Bachelor's of Arts in Computer Science, December 2017

ENGINEERING EXPERIENCE

SOFTWARE ENGINEER

OCT 2019 TO FEB 2021

TeachFX – Redwood City, CA
full-stack developer and machine learning engineer

- Backend development in Django, GraphQL, Firebase
- Frontend web and mobile development in React JS
- Developing machine learning infrastructure for speaker diarization and teacher identification using Google Cloud Services and Kubernetes

SOFTWARE ENGINEER

NOV 2017 TO AUG 2018

Adobe I/O Team at Adobe Systems – San Francisco, CA
tooling, OAuth 2.0, android, javascript, front-end, react JS

Work centered around developing tooling for internal developers using Adobe APIs

- Developed Passport JS, android, and python authentication libraries under Adobe's OAuth 2.0 protocol for internal use
- Worked on front-end development for Adobe PhoneGap in React JS

SOFTWARE ENGINEERING INTERN

MAY 2016 TO AUG 2016

Adobe Systems – San Francisco, CA
tooling, open-source, cordova, phonegap, node JS, software architecture

- published to NPM; contributed fixes, tests, features.
- Earned committership to the Apache Cordova open-source project
- Achitected and completed an extensive refactor of Adobe PhoneGap and Apache Cordova to decouple version dependency

RESEARCH EXPERIENCE

MACHINE LEARNING FOR WIRELESS RESEARCHER

JAN 2018 TO SEPT 2019

Berkeley Wireless Research Center @ University of California, Berkeley
reinforcement/machine learning, wireless communications, pytorch, tensorflow, google cloud platform

Research of machine learning and reinforcement learning application in the communications pipeline, particularly for equalization and modulation.

- Implemented various neural net architectures for equalization
- Wrote code base for experimentation of neural and polynomial based agents learning modulation via policy gradients in simulation.

TEACHING EXPERIENCE

MIDDLE SCHOOL COMPUTER SCIENCE TEACHER

FEB 2020 TO JUNE 2022

Synapse School – Redwood City, CA
Teaching 5th/6th and 7th/8th grade

- Teaching the basics of block programming and Python to 5th and 6th grade students: variables, lists, loops, functions, and input.
- Teaching the basics of web to 7th and 8th grade students: HTML, CSS, JavaScript.
- Developing project-based learning curriculum.
- Leading online distance learning initiative during Covid-19 crisis.

TEACHING EXPERIENCE (CONTINUED)

HEAD GRADUATE STUDENT INSTRUCTOR FOR CS188, UPPER DIVISION COURSE IN ARTIFICIAL INTELLIGENCE
MAY 2019 TO AUG 2019

University of California, Berkeley – Berkeley, CA

search, game trees, markov decision processes, reinforcement learning, probabilistic graphical models, machine learning.

Prepared course materials including slides, notes, problem sets, programming assignments, and exams; taught course topics to classes of size ~30 to ~50 students, led review sessions, held 1:1 office hours; graded and developed course material.

I previously was an undergraduate student instructor for the same course in Fall 2018 and Fall 2017

INSTRUCTOR FOR CS61AS, LOWER DIVISION INTRODUCTORY COMP SCI
JAN 2016 TO MAY 2016

University of California, Berkeley – Berkeley, CA

Taught in scheme/python: functional/object-oriented/logic programming, recursion, environment & state, higher order fcns, and interpreters.

Was the main instructor to teach the course. Edited/wrote the curriculum, tests, assignments.

OTHER

GIRLS WHO CODE INSTRUCTOR (Fall 2017); BE A SCIENTIST MENTOR in (2017-2018); BERKELEY STUDENT COOPERATIVE NON-PROFIT BOARD DIRECTOR (Spring 2019)

PUBLICATIONS

Anant Sahai, Joshua Sanz, Vignesh Subramanian, Caryn Tran, Kailas Vodrahalli
Blind interactive learning of modulation schemes: Multi-agent cooperation without co-design, IEEE Access, Special Section: Artificial Intelligence for Physical-layer Wireless, 2019 (Accepted, await publication)