Derek Tran

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WORK EXPERIENCE

Technical Support   *September 2017 to present*

GeoSpatial Technologies, Inc. | Tustin, CA

Support development team as a mobile and web application developer while conducting inventory and front office duties.

- Improve and maintain front-end (Ext JS framework) and back-end (Java) of client's web application enabling collaboration and communication of agencies and organizations for emergency incidents.
- Enhanced company's proprietary mobile application (Xamarin) that dispatches airport crew for airplane services. Developed feature to show and filter dynamic list of serviceable incoming/outgoing airplanes.
- Manage inventory of over 2000 mobile devices installed with company's software, distributed over more than 20 airports. Tasks include configuration and QA of devices, RMA management, and customer support.
- Wrote user guide documentation for company's mobile application.

Staff Research Associate   *September 2015 to July 2016*

UCLA Department of Earth, Planetary, and Space Sciences | Los Angeles, CA

Collected and analyzed seismic data for professor's ongoing geophysical research on Earth's core-mantle boundary.

- Wrote Bash scripts incorporated with Seismic Analysis Code to filter and analyze seismic data.
- Reviewed and studied various scientific articles to identify and collect data appropriate for professor's research.
- Presented weekly updates to professor's research group on results of data analysis and ongoing research activities.

EDUCATION

Bachelor of Science, Software Engineering   *Expected June 2021*

University of California, Irvine | Irvine, CA

PROJECTS

SealSpotter (5-person team)   *October 2020 to March 2021*

React Native mobile application that utilizes citizen science to track and report rehabilitated seals released by the Pacific Marine Mammal Center (PMMC).

- Developed back-end with Java and Spring and connected it to a MySQL database managed via Amazon Web Services.
- Built dashboard web application, in React, to allow PMMC members to verify and analyze user-submitted reports of seal spottings.

DotaTracker (3-person team)   *November 2017 to December 2017*

Android application that retrieves and displays a user's game statistics for the online game, Dota 2.

- Used OpenDota API and Gson library to retrieve the game statistics of a user's last 25 matches.
- Designed UI to display user's average statistics, a list of recent matches, and the statistics of each match.

SKILLS

- Languages: Java, HTML, CSS, JavaScript, C#, C++, Python, Bash
- Database Management: PostgreSQL, MySQL/MariaDB
- Tools/Frameworks: Git, Spring, Maven, Ext JS, Xamarin