

HUY MINH TRAN

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EDUCATION

University of California Irvine

Bachelor of Science, Computer Science

June 2020

GPA: 3.16

COURSEWORK

Database Management, Computer Network, Data Structures, Software Design, Operating Systems, Algorithms, Artificial Intelligence, Information Retrieval.

SKILLS

Languages: (proficient) C++, Java, Python, (familiar) JavaScript, (familiar) C.

Tools/Technologies: Postman, Git, Linux, Jira, MySQL, REST, Grizzly.

Libraries/Frameworks: Bootstrap 4, Jackson, Jersey, (familiar) React, BeautifulSoup4.

EXPERIENCE

Unisys, Irvine, CA – Core Database Team (DMSII)

June 2019 – Sep 2019

Software Engineer Coop

- Removed compile time warning of 9 components by 95% using ALGOL and DASDL.
- Accomplished a feature to improve user experience by allowing users to query database attribute in lowercase.
- Took on an additional task to enhance the runtime of a Python interface and improve code readability.
- Used Patch Manager, similar technology to GitHub to create patches and merge into code base.

University of California Irvine

Jan 2019 – Mar 2019

Common Lab Tutor

- Tutored 7 to 10 students in recognizing and debugging errors in their code.
- Explained course material and data structure concepts in C++.
- Received 100% of student's satisfaction compared to 91% in average of all tutors.

PROJECTS

Portfolio

Jul 2019 – Aug 2019

- Designed and constructed using HTML, CSS and JavaScript to displays bio, contact information and accomplished projects.
- Made responsiveness compatible with desktop, tablet and mobile screen and improved UI/UX by integrating Bootstrap 4.

FabFlix

Mar 2019 – Jun 2019

- Established Grizzly to host frontend and backend of an E-commerce single-page application.
- Implemented the backend with 32 core endpoints using Java, SQL and PayPal API.
- Designed and built the frontend from scratch with only Ajax and jQuery.

Friendly Car Washers

Oct 2017 – Dec 2017

- Designed a desktop application using Java to help users find and make appointments with nearest car wash location.
- Practiced customized Agile development method with 4 other students in 3 iterations.
- Improved and remodeled after receiving feedback from the instructor at the end of each iterations.