

Huy Minh Tran

linkedin.com/in/huyminhtran/

github.com/emmohac

huymt2@uci.edu

EDUCATION

University of California, Irvine

June 2020

Bachelor of Science, Computer Science

GPA: 3.45

Courses: Algorithms, Data Structures, Databases Management, Operating Systems, Computer Networks, Machine Learning and AI, Information Retrieval.

SKILLS

Languages: C++, Python, JavaScript (ES6), Java (familiar), TypeScript (interested).

Tools/Technologies: Postgres, MongoDB, REST, GraphQL, AWS (DynamoDB, Lambda), Git, Unix, Jest, NodeJs, Deno (interested).

Frameworks: BitJs, Serverless, Bootstrap4, ExpressJS, Mongoose, PG, React (familiar).

EXPERIENCE

Software Engineer

June 2020 - Present

CalAmp

Irvine, CA

- Co-initiated in the development of a GraphQL server using Apollo Server and graphql-compose.
- Identified and resolved 25% of bugs by migrating GraphQL server from JavaScript to TypeScript.
- Pioneered in implementing WebSocket API to allow 95% real-time task status updates to be sent to users.
- Collaborated with off-shore QA teams to design and clarify testing methods for new features.
- Investigated and resolved several critical bugs/issues in 5 components in production code.

Software Engineer Coop

June 2019 - Sept 2019

Unisys

Irvine, CA

- Maintained an irreplaceable legacy system to remove 95% of compile time warning of 9 components.
- Developed a new feature to improve the flexibility of company-defined database query language.
- Reduced 10% processing time of a Python component by applying learned data structures.

PROJECTS

CS165

Mar 2020 - Jun 2020

- Implemented 4 sorting algorithms to compare and analyze the runtime on input range from 2^{10} to 2^{20} items.
- Lowered the run time of 4 out of 5 bin packing algorithms by constructing Weak AVL tree data structure.
- Generated the Erdos-Renyi graph model to understand the social network and the 6 degree of separation.

DELMD

Sept 2019 - Dec 2019

- Applied Game Theory to program a heuristic algorithm for an AI checker to decide the best move to make against other checkers.
- Optimized MiniMax by implementing Alpha-Beta to significantly prune the search space and time.
- Defeated more than half of the teams to rank 107th over 273 teams.

FabFlix

Mar 2019 - June 2019

- Utilized Jackson to serialize/deserialize JSON and Jersey to support path and HTTP methods.
- Coded the back-end (5 microservices) with 32 core endpoints (routes) in Java and SQL.
- Built the front-end from scratch with only Ajax and jQuery.

EXTRA-CURRICULAR ACTIVITIES

Student Developer

Jan 2020

Hackathon UCI - ZotReg

Irvine, CA

- Led a team with 2 other female students to develop a web application that helps all UCI CS students to view courses' prerequisites clearly.
- Used BeautifulSoup4 to scrape and parse courses' information on UCI CS webpage.
- Learned and utilized MaterialCSS to provide a smooth user experience.