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).
Tools/Technologies: Postman, Git, REST, AWS (DynamoDB, Lambda), Websocket, Unix, GraphQL
Frameworks: NodeJs, BitJs, Serverless, Bootstrap4, Apollo Server, React (familiar).

EXPERIENCE

Software Engineer Intern   June 2020 - Present
CalAmp   Irvine, CA
- Achieve 92% test coverage for the entire code base by improving unit tests with Mocha, SinonJs and Nock.
- 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 small world property.

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.