

Huy Minh Tran

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EDUCATION

University of California, Irvine

June 2020

Bachelor of Science, Computer Science

GPA: 3.45

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

SKILLS

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

Tools/Technologies: Postman, Jira, Bitbucket, Git, REST, AWS (DynamoDB, Lambda), Websocket, Unix.

Frameworks: NodeJs, BitJs, Serverless, Bootstrap4, 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.
- Researched and applied Bit framework to share 2 components between repositories to reduce code duplication.
- Collaborated with off-shore QA teams to design and clarify testing methods for new features.

Software Engineer Coop

June 2019 - Sept 2019

Unisys

Irvine, CA

- Maintained an irreplaceable legacy system, resulting in the removal of 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

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.

Portfolio

Jul 2019 - Aug 2019

- Designed and constructed using HTML, CSS and JavaScript to display contact information and accomplished projects.
- Made responsiveness compatible with desktop, tablet and mobile by integrating Bootstrap 4.

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.