

# An Tran

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## EDUCATION

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### Connecticut College

New London, CT

B.A. in Computer Science

Expected Graduation, December 2024

- **Minor:** Mathematics **Major GPA:** 4.0 /4.0
- **Awards and Honors:** Dean's Scholarship, Dean's High Honors, Sophomore/Junior Computer Science Award
- **Relevant Coursework:** Data Structures, Parallel & Distributed System, Algorithms, Software Engineering, Web Development, Data Science, Linear Algebra, Interactive Data Visualization

## SKILLS

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- **Programming:** Java, Python, JavaScript, HTML/CSS, C#, SQL
- **Frameworks:** Node.js, ExpressJS, Bootstrap, React.js, AngularJS, Spring Boot
- **Tools:** Git, Agile, Postman, IntelliJ, Unity, Jupyter Notebooks

## EXPERIENCE

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### Connecticut College

Student Researcher

May 2024 – Present

- Preprocessed and analyzed real-world elections datasets and developed Python scripts for multiple voting algorithms using Pandas and Numpy
- Developed and ran simulation experiments to test the average distortion of various voting rules, generating insights into the efficiency of different systems

### FPT Information Systems

Software Engineer Intern

Aug 2023 – Sep 2023

- Collaborated with the team to develop and maintain a web application that allowed clients to manage and monitor their automation agents using AngularJS, Spring Boot, and PostgreSQL
- Developed front-end features and improved UX for the web application using Angular framework, improving user task completion time by 20% for over 3000 global customers
- Utilized Git/Gitlab for version control and collaboration, contributing to the development life cycle

### Adventist Community Service Center

Web Developer

Sep 2023 – Dec 2023

- Communicated closely with product managers to gather requirements, feedback and deliver incremental product updates using Agile methodologies
- Designed and built a full-stack responsive website that serves 100+ users, using HTML, CSS, JavaScript for the front-end and Node.js for the back-end
- Implemented Airtable and REST APIs for efficient data storage, validation and retrieval

## PROJECTS

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### ConnColl Lost and Found (React, Node.js, PostgreSQL)

- Created a full-stack web platform using React for frontend, Node.js for backend, and PostgreSQL for database that allows the Connecticut College community to report lost and found items

### Random Movie Generator Website (HTML/CSS, JavaScript, Node.js)

- Developed and deployed a web application to generate random movie suggestions based on preferences, utilizing JavaScript and CSS for UI/UX, EJS for server-side rendering, and Node.js for seamless integration with the TMDB API.

### Time Travel Maze Game (Unity, C#)

- Led a 3-person team to build a multiplayer maze game with power-ups, obstacles, instructions scene, and background narrative using Unity and C#
- Incorporated Particle System for visual effects, Unity Physics Engine for realistic interactions, sound design and logic scripts to enhance gameplay experience

### Social Network Platform (Java)

- Built an object-oriented CLI social network platform in Java, featuring user profiles, friends management, timeline posts, and events scheduling with real-time updates
- Developed classes and methods implementing Arrays and Queues data structures for optimal performance and efficient user data storage and retrieval