

HUY Q. TRAN

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EDUCATION

University of California, Riverside

Riverside, CA

Master of Science in Computer Science [GPA: 3.66/4.00]

Expected December 2024

Relevant Coursework: Design and Analysis of Algorithms, Pattern Recognition (Machine Learning), Compiler Construction, Artificial Intelligence, Information Retrieval and Web Search, Database Management Systems, GPU Architecture & Parallel Programming, Principles of Distributed Computing

San Diego State University

San Diego, CA

Bachelor of Science in Computer Science, Cum Laude [GPA: 3.50/4.00]

May 2020

Relevant Coursework: Operating Systems, Wireless Networks, Database Theory & Implementation (SQL), Data Structures/Object-oriented Programming, Algorithms and Their Analysis, Computer Architecture, Systems Programming

EXPERIENCE

University of California, Riverside – Computer Science & Engineering Department

Riverside, CA

Graduate Student Assistant

September 2023 – Present

- Enhanced communication and maintained exam integrity to create an optimal testing environment
- Managed the conduct of over 20,000 exams for 15+ courses per quarter, maintaining a 98% exam completion rate and achieving 95% student satisfaction, significantly improving operational efficiency

Labcorp

San Diego, CA

Junior Software Engineer

August 2020 – July 2023

- Developed mobile applications on Web, Android, iOS and utilized the decentralized cloud-based platform, snapClinical for clinical trials on both administration and patient side
- Reduced platform defects by 20% in back-end using Java, SQL and front-end using TypeScript, Angular
- Integrated DocuSign APIs to enable users to sign documents within the apps; migrated the API from legacy to OAuth 2.0
- Increased apps quality, customizability, and maintainability by 15% by using an improved platform with codebase in JavaScript, HTML, and CSS
- Headed the development of the telemedicine module for the new platform
- Assisted in setting up and maintaining final production environments to make sure go-lives were as smooth as possible

Den Inc.

San Diego, CA

Software Engineer Intern

June 2019 – July 2019

- Implemented features for the front-end and resolved UI bugs using Swift
- Collaborated in a Scrum team with Agile methodology, using Jira for work tracking, and Bitbucket/Git for version control

PROJECTS

- **Movie Database Search Engine** – (Python, PyLucene, BERT) a project that utilizes Scrapy to crawl the web for data on movies, and PyLucene and BERT to create a search engine for information retrieval on the movie data scraped.
- **Compiler Construction** – (C++) A variety of projects to help understand optimization techniques in compiler construction, with the implementation of Local Value Numbering and Liveness Analysis with data-flow analysis pass
- **Pac-Man Automated Search** – (Python) A project to help understand the search algorithms (Depth First Search, Breadth First Search, A* Search, Uniform Cost Search, a greedy search, and various heuristics) and their usage to solve navigation problems
- **Fake News Detector** – (Python, pandas) A project that utilizes and analyzes the performances of different machine learning classification models (Support Vector Machine, Naive Bayes Classifier, etc.) to help detect fake news
- **Database Management Systems** – (Java, Python) A project to help understand processing and manipulating massive amounts of data with parallelism and fault tolerance using big data frameworks such as Spark and Hadoop

SKILLS

- **Languages:** Python, Java, Go, C/C++, Groovy, SQL, JavaScript, TypeScript, HTML/CSS
- **Developing Tools:** Docker, AWS, Firebase, Google Cloud Platform, MySQL, Oracle SQL*Plus, Jenkins, Jira, Git (Bitbucket)
- **Frameworks:** Angular, Spark, Hadoop
- **Libraries:** pandas, NumPy, PyLucene, BERT
- Bilingual in English and Vietnamese