Huy Tran

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Summary

Computer Science and Engineering graduate from the University of Nevada, Reno, with experience in full-stack development, database integration, and Agile methodologies. Strong problem-solving skills, adaptability, and teamwork, demonstrated through a capstone project, a hackathon, and a mentorship role. Proficient in multiple programming languages, modern frameworks, and version control. Seeking opportunities to apply technical expertise in software development.

Education

University of Nevada, Reno - (August 2020 – May 2024) - GPA: 3.916
- Bachelor's Degree in Computer Science and Engineering, Minor in Math
- Member of UNR's Association for Computing Machinery
- Placed 2nd in UNR Hackathon (2023)

CSSI Web Portal - (October 2023 – May 2024) - Capstone Project
- Developed front-end using HTML, CSS, and TypeScript.
- Collaborated with a team to complete project milestones effectively.
- Integrated PostgreSQL database with a Python-powered backend.

Experience

E-FIT Mentor - (August 2023)
- Provided engineering advice to new, upcoming students at the university.
- Maintained a responsible leadership role for a group of 8 students.
- Supervised the creation of two team projects for an engineering design contest.

Skills and Abilities

- Languages: Python, C++, C, JavaScript, TypeScript
- Frontend: HTML, CSS, React, Angular, TailwindCSS
- Backend: NodeJS, Flask
- Database: PostgreSQL
- Version Control: GitHub
- Other: Godot (Game Engine)
- Familiar with Agile methodologies, Worked in Scrum dev environment
- Interpersonal: Team-oriented, adaptability, growth mindset, conflict resolution