# **Huy Tran**

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### **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 a user-friendly front-end with account creation and email verification.
- Collaborated with a 3-member team to satisfy 90% of user stories.
- Integrated PostgreSQL database with a SQLAlchemy backend for user management.

## **Projects**

## Coffeefied

- Developed a React app with Firebase for user authentication, and data storage.
- Implemented a caffeine tracking system to display users' levels based on history.
- Enhanced user experience with dynamic password validation, providing real-time feedback on password strength and requirements during account creation.

#### Personal Website

- Built and deployed website to showcase projects and refine web development skills.
- Integrated React with Lenis for a responsive, modern-looking UI.
- Optimized UI performance using React's lazy loading and Tailwind's JIT compilation.

### **Experience**

E-FIT Mentor - (August 2023)

- Guided 8 first year engineering students, providing technical and academic support.
- Led two team projects that placed in the top 20% of an engineering design contest.
- Conducted 5 mentoring sessions, boosting students' understanding of engineering principles.

#### **Skills and Abilities**

- Languages: Python, C++, C, JavaScript, TypeScript
- Frontend: HTML, CSS, React, Angular, TailwindCSS
- Backend: NodeJS, Flask, Firebase
- 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