PHUC TRAN

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EXPERIENCE

UC Irvine
Graduate Researcher

JANUARY 2021 - MAY 2022

- Developed new features for ZotCare, an IoT platform that is used for aggregating watch data by 20+ different graduate studies across different disciplines.
- Developed a specialized native iOS application to serve as a front end for ZotCare and Empatica E4 device for a psychology study.
- Spearheaded the initial development effort for Personicle, a multimodal open-source platform to monitor health biomarkers for building disease models and data aggregation.

Verizon
Software Engineer in Test

JULY 2018 - AUGUST 2020

- Developed and maintained an embedded system simulator for server scalability tests to simulate complex device behavior for up to 200,000 devices using both MQTT and LWM2M communication protocols.
- Maintained, monitored, and improved test automation, and the CI/CD pipeline ran through Jenkins automation.
- Debugged and resolved bugs in a full-stack microservice application with Apache Kafka, AWS Lambda, Cassandra, Aurora, Spark, and other custom-built services.

RELEVANT SKILLS

- Skilled: Swift, Python, Unix, Git
- Proficient: Java, C/C++, C#, SQL, Typescript, Javascript, Pytorch/Tensorflow
- AI/ML: GANS, LSTM, Confident Learning, Snorkel
- Others: Kafka, Jenkins, AWS, Time-series DB (InfluxDB, TimescaleDB), Neo4j, Kubernetes, Docker, ReactNative, SocketIO

PROJECT

Dark Space - iOS Game

Languages: Swift

- Developed using SpriteKit with open-source artwork.
- Followed Modal-View-Controller design pattern to organize gameplay code for ease of maintenance.
- Designed and implemented custom AI behavior for each enemy type.
- Implemented shield mechanic and customized UI with scoreboard, player lives, enemy spawns, and control pad.

NadaBot - iOS Application

Languages: Swift, TypeScript

- Developed using Swift, then refactored to ReactNative for cross-platform development.
- Followed Modal-View-Controller design pattern to organize component code for ease of maintenance.
- Implemented a socket-based chat system with SocketIO and Alamofire.
- Created custom animation and app interaction requested by app designer.

EDUCATION

UC Irvine
Master of Science in Computer Science

AUGUST 2020 - MAY 2022

- Worked as a graduate researcher and TA for undergraduate students.
- GPA: 3.97

Earlham College
Bachelor of Arts in Computer Science

AUGUST 2014 - MAY 2018

- Graduated with College Honors.
- Awarded Faculty Scholarship and International Student Scholarship.
- Major GPA: 3.8