Jason Tran

310-848-8688 | jasont16@uci.edu | Torrance, CA
https://github.com/jasontran320 | www.linkedin.com/in/jason-tran-b45348265 |
https://sites.google.com/view/jasontran-work-portfolio/home

WORK EXPERIENCE

Texera, Irvine, California   July 2023 - September 2023
Programmer/Researcher

- Introduced dynamic containerization of a data analytic web service – Texera - into a website (similar to Kaggle) using docker and docker compose. Solved a fundamental issue of security on the platform, allowing them to make a public release of their website from their initially closed off usage
- Implemented restful APIs to interact from and into an existing web engine from an external site. Created an external website that managed data sets/Texera analysis using such API's
- Spearheaded design, prototyping, testing, and implementation of this website/service into the cloud using google cloud virtual machines, google Kubernetes engine, and other google cloud tools.

PROJECTS

Platformer Game Development – Super Petr World   January 2023 – June 2023
Agile Scrum Master

- Led infrastructural design and layout of a unity-based game project. Managed a team of 7 people. Scheduled meetings and timelines, and managed deadlines for each iteration in development.
- Implemented agile practices. Worked in weeklong sprints, with each week introducing a working prototype of goals/features listed for each sprint. Documented, tested, and interviewed customers regarding UI/UX, gameplay features, direction etc. Successfully released to be featured on itch.io

UCI Science Fair - Satellite Segmentation   March 2024 – June 2024
Programmer/Project Manager

- Utilized Pytorch Lightning in python to create models used to detect electricity and settlements. Designed and implemented the entire machine learning pipeline, researched which tools to use, etc. Presented at a UCI science fair, further driving consumers towards image segmentation as a product.
- Involved handling several convolutional neural networks such as UNET++, parsing and augmenting IEEE data into xarrays, training neural networks with yml sweeps, and plotting detailed results via matplotlib

SKILLS

- **Technical Skills:** *python, c/c++, MySQL, Docker/Kubernetes, java, unity, RESTful API, cloud deployment, git, Linux/Unix, javascript, HTML/CSS, react, flutter*
- **Additional Skills:** *Designing software architecture, data structures/algorithms, UI/UX design, agile development, team communication and leadership, documentation, presentation, Microsoft Office*

EDUCATION

University of California, Irvine

- *Major: Bachelor of Computer Science B.S.* GPA >= 3.97
- Regents Scholarship, Campuswide Honors Collegium

COMMUNITY INVOLVEMENT

- ***Coding club*** *– Learned to program projects in a team environment ie partitioning tasks, scheduling, project brainstorming, leading a team.*
- ***Video Game Development Club*** – participated in multiple club workshops and activities to hone skills in software design, UI/UX, and overall design cycle.