

EDUCATION

Georgia Institute of Technology
Bachelor of Science in Computer Science

Expected May 2021
Atlanta, Georgia

- GPA: 3.94 / 4.0
- People/Media thread
- Faculty Honors: Fall 19, Spring 20
- Coursework: Intro to Object Oriented Programming, Data Structures and Algorithms, Object and Design, User Interface Design, Computer Organization & Programming, Project Design, Intro to Information Visualization

PROJECTS

UniDrive (class group project)
JavaScript, HTML, CSS – Frameworks: ReactJS

Jan. 2020 – Present

jeffreytram.github.io/unidrive

- Led the development of a React web application for Sandia National Laboratories to provide Google Drive users a single interface to interact with multiple drives
- Worked with the Google Drive API to implement account authorization and file interaction features
- Designed and implemented the UI
- Handled communication with the client, set up meeting agendas, guided meeting discussions, and oversaw the progression of the application

Grade Manager (personal project)
JavaScript, HTML, CSS – Frameworks: ReactJS

July 2020 – Aug. 2020

jeffreytram.github.io/grade-manager

- Built a React web application to allow students to manage and calculate their grades as the semester progresses
- Second iteration of a web application originally developed in vanilla JavaScript in 2019

Music Listening Times (personal project)
JavaScript, HTML, CSS

May 2020 – June 2020

music-listening-times.web.app

- Visualized over 2 years of personal music listening data in D3 totaling over 50000 songs
- Used the Last FM API to retrieve and display artist and album information
- Utilized Firebase Cloud Functions to handle API calls and Firebase hosting to host the site

Chicken Traders (class group & personal project)
Python, JavaScript, HTML, CSS – Frameworks: Python Flask

Sept. 2019 – Jan. 2020

chickentraders.pythonanywhere.com

- Led the development of a web app game where the goal is to earn money buying and reselling items across the universe
- Designed all 12 pages using HTML, CSS, and JavaScript and all 66 icons, logo, banners, and map using Illustrator
- Used the D3.js library to visualize the player's game statistics and the Leaflet.js library to create a customized interactive map
- Utilized AJAX to update the market and player information without requiring a page reload
- Improved the region initialization locations, item and market relations, and NPC spawning logic in Python

EXPERIENCE

Frontend Engineer
IT Board - BuzzBook

Sept. 2020 – Present
Atlanta, Georgia

- Responsible for creating UI templates in React and data visualizations with the Charts.js library

University Assistant
Georgia State University Instructional Innovation and Technology

Sept. 2017 – Dec. 2018
Atlanta, Georgia

- Redesigned GSU's Collaboration Tools page to serve as the new hub for the school's available tools and services
- Illustrated a 24-icon set, designed an animated banner and videos to promote the Collaboration Tools page
- Designed and updated various pages to display a multitude of information for students, staff, and faculty use
- Created and maintained over 50 end user documentation for many features and tools

SKILLS

Programming Languages

- Proficient in JavaScript, HTML, CSS, Java
- Familiar with Python

Tools

- GIT, GitHub, Figma, Microsoft Office Suite
- Adobe Suite: After Effects, Illustrator