Uyen Tran

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https://jenlcmc.github.io/my-portfolio/

EDUCATION

University of Nevada, Las Vegas

Current - December 2026 / May 2027

Master of Science in Computer Science

University of Nevada, Las Vegas

May 2024

Bachelor of Science in Computer Science | GPA: 3.9

Magna Cum Laude

Minor in Mathematics

Relevant Coursework

Analysis of Algorithms, Data Structures and Algorithms, Data Science & Machine Learning, AWS & Cloud Computing Digital Images Processing, Software Product Design, Database Management, Discrete Math / Graph Theory

TECHNICAL SKILLS

Languages: Python, C, C++, HTML, CSS, JavaScript, TypeScript, R, SQL

Tools/Technologies: Anaconda, MATLAB, Visual Studio, JetBrains, Git, GitHub, Linux, Unix, Windows, GDB, LLDB

Frameworks/Libraries: Jupyter, Requests, Matplotlib, Plotly, Pandas, NumPy, React, Angular

PROFESSIONAL EXPERIENCES

University of Nevada, Las Vegas

January 2025 - Current

Computer Science Graduate Assistant — 20 hrs/wk

- Selected for a competitive assistantship to support the Computer Science department's academic mission. Currently assisting in teaching and grading for the "Introduction to Python for Data Science" course.
- Responsibilities include grading assignments and quizzes, assisting students with understanding programming concepts, and supporting the professor in teaching object-oriented programming and data science topics.

Mission Support and Test Services - RSL Nellis, Las Vegas, NV

August 2023 – May 2024

Casual Employee in Support of RSL Nuclear Response Division — 20 hrs/wk

- Modernized internal websites using Angular and Typescript, integrating automated data validation and customizable interfaces, improving data accuracy by 30% and reducing user input errors by 20%.
- Collaborated with scientists and engineers throughout design, development, and testing phases, incorporating feedback to introduce new features, significantly boosting platform responsiveness and increasing user engagement by 20%.

Mission Support and Test Services - RSL Nellis, Las Vegas, NV

May 2023 - August 2023

Science & Technology Summer Intern — 40 hrs/wk

- Designed a field sample simulation tool, reducing data entry time by 40% and auto-calculating values to streamline training exercises for Nuclear Emergency Responders during Federal Radiological Monitoring and Assessment Center (FRMAC) training events.
- Enhanced simulation capabilities to support Nuclear Emergency Response training across the NNSA complex with new designs and features using Angular and Typescript.

University of Nevada, Las Vegas

January 2022 - May 2023

Computer Science Teaching Assistant - CS 135 — 10 hrs/wk

- Guided during office hours to support over 30 students weekly in mastering C++ concepts and completing assignments, leading to an average grade improvement of one letter.
- Graded assignments and delivered constructive feedback, maintaining a grading turnaround time of less than 48 hours.

OTHER EXPERIENCES

University of Nevada, Las Vegas

August 2023 – December 2023

Undergraduate Astronomy & Data Science Research Assistant

- Used Python-based machine learning techniques to process simulation snapshots and compare against different simulation methods
- Analyzed simulated astronomy data, which required reading large datasets, performing mathematical analysis of them, and generating visualizations