Jeremy Tran

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Education

Texas A&M University, College Station, TX — May 2026 (Expected)
Bachelor of Science in Computer Engineering, Minors in Cybersecurity and Math — GPA: 4.0

Relevant Coursework: Data Structures and Algorithms, Software Engineering, Computer Systems, Digital Logic Design, Circuit Analysis, Electronics, Computer Architecture and Design, Microprocessor System Design

Current Projects

TAMU ThinkTank Website Overhaul — September 2024 – Present

- Cooperating with team members to improve and modernize the TAMU ThinkTank website
- Designed the front end of a webpage using TypeScript (TSX) and Tailwind CSS, enhancing user interface responsiveness
- Developing features, such as an improved admin panel, enhanced user experience, and automated processes
- Utilizing frameworks such as React, Tailwind CSS, and Prisma to create a responsive and efficient web application

Starting From the STEM Website — September 2024 – Present

- Developing a comprehensive full-stack web application alongside a team to facilitate STEM education using a ground-up approach, integrating effective study techniques and AI
- Implementing OpenAI's language model API to enhance interactive learning experiences
- Partnering with a team using frameworks such as Next.js and Typescript

Past Projects

Autonomous Vehicle Simulation — September 2024 – November 2024

- Worked alongside a team in the development of an autonomous vehicle simulation using CARLA simulator
- Focused on sensor integration, vehicle control systems, and data processing for autonomous vehicles
- Gathered raw sensor data using Python scripts to enhance navigation algorithms and machine learning models, improving autonomous decision-making and replicating real-world vehicle behaviors

Analog Theremin Team — September 2024 – November 2024

- Collaborated with team members to design a theremin
- Engaged in hands-on assembly and testing of analog circuitry to control pitch and volume

Wheel of Fortune-Style Python Game — November 2022 – December 2022

- Collaborated in a 4-person group to develop game mechanics for a Wheel of Fortune-style game using Python
- Engineered core gameplay features, including letter and phrase guessing logic, aided by input validation and error handling
- Designed dynamic list-based algorithms for phrase manipulation based on player guesses

Experience

Academic Tutor — June 2024 – August 2024
IQ Viet My — *Houston, TX*

- Taught small group of students from 8th – 11th grade
- Planned and implemented summer curriculum for Math and English using the Texas Essential Knowledge and Skills (TEKS)
- Assessed individual student progress and adapted lesson plans accordingly
- Provided one-on-one private tutoring in Pre-Algebra using the OpenStax textbook

Activities

TAMU Eta Kappa Nu (HKN) Honor Society — April 2024 – Present
IEEE TAMU — September 2023 – Present
Texas A&M Wind Symphony — August 2022 – Present

Technical Skills

Programming Languages: Python, C++, Verilog, ARMv8
Frameworks & Tools: Next.js, React, Tailwind CSS