

Tran Nguyen

Software Engineer · Toronto, ON

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I am dedicated to integrating software engineering with user-centric products and creating elegantly crafted, user-friendly applications. Leveraging analytical and creative skills, I aspire to develop solutions that spark joy and elevate user experiences.

SKILLS

Languages - JavaScript, Typescript, CSS3, Sass/SCSS, HTML5, Python, SQL

Databases - PostgreSQL, MongoDB, Neon.tech, AWS, Google Cloud

Libraries and Frameworks - React, Express.js, Django, Fastify, React Native, NextJS

Other Tools - Git/GitHub, Docker, Mongoose, JSON, REST API, Framer Motion, Figma, Netlify, EJS, DTL, Postman

PROJECTS

ReadIt | [GitHub](#) | [Demo](#) - Python, Django, Docker, Neon.tech, Google Text-To-Speech API

- Engineered a modern note-taking application that integrated Django Model-View-Template (MVT) and serverless Postgres database for scalable and efficient data management.
- Implemented features allowing users to create, edit, and convert note content to audio using the Google Text-to-Speech (GTTS) API, leveraging Docker for streamlined containerization and ensuring a seamless and enjoyable user experience.

Wandr | [GitHub](#) [Front End](#) [Back End](#) | [Demo](#) - MongoDB, Express, React, NodeJS, JavaScript, JSON Web Token, CSS

- Led a team of 4 engineers to develop a full-stack CRUD travel blog platform and acted as the git commander to ensure seamless collaboration and version control among team members by coordinating schedules and solving merge conflicts.
- Implemented multiple end-to-end features, including user authentication with JWT, photo upload with the Cloudinary SDK to host and manage static media assets, and a following/followers system using MongoDB.

PlanPal | [GitHub](#) | [Demo](#) - MongoDB, Express, NodeJS, JavaScript, Google OAuth, CSS, Figma

- Developed and designed a comprehensive planning application with an intuitive interface and a web- and mobile-friendly responsive display, providing users with efficient planning and expense management.
- Implemented a flexible user authentication and friend request system with Google OAuth, enabling users to add and manage members within plans and utilize public, friends-only, and private plan settings, providing a tailored and customizable planning environment and enhanced security.

Personal Portfolio | [GitHub](#) | [Demo](#) - TypeScript, React, SCSS, Framer Motion, Figma

- Integrated Framer Motion for page transitions, animations, and visually engaging effects, creating an interactive user experience.
- Designed and implemented a dynamic personal portfolio website using TypeScript, React, and SCSS, featuring two distinct themes.

TetraZoo | [GitHub](#) | [Demo](#) - JavaScript, HTML5, CSS

- Conceptualized and designed an engaging Tetris game with a fun animal theme using vanilla JavaScript, CSS, and HTML.
- Implemented multiple features, including pause and reset options, an intuitive menu, a score display, game levels, and a background music toggle.

PROFESSIONAL EXPERIENCE

Clinical Laboratory Scientist I, Natera | San Carlos, CA, USA

May 2022 - July 2023

- Achieved proficiency in 4 key workflows and 24 assays of Carrier Screening within three months, selected to train for advanced data analysis and results management, demonstrating quick mastery.
- Received a "Most Valuable Member" award within six months, showcased strong leadership in decision-making, oversight of lab assistants, adept troubleshooting, and teamwork.

Clinical Laboratory Scientist I, Monogram Biosciences | South San Francisco, CA, USA

May 2021 - May 2022

- Completed training for more than 10 molecular assays within three months, selected to acquire proficiency in new methods undergoing validation, actively contributing to generating accurate validation data.
- Demonstrated strong teamwork and collaboration. Appointed to oversee and provide instructions for lab assistants.

EDUCATION

GENERAL ASSEMBLY | REMOTE

Software Engineering Immersive

August 2023 - November 2023

Full-stack software engineering immersive fellow in an intensive, 24-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

STATE UNIVERSITY OF NEW YORK AT PLATTSBURGH | PLATTSBURGH, NY

Bachelor of Science in Clinical Laboratory Science, Chemistry minor

GPA 3.84

August 2016 - August 2020

Dean's List from Fall 2016 to Spring 2019