Kelly Tran

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EDUCATION

Georgia Institute of Technology | Atlanta, GA   *Expected Graduation Date: May 2022*
Bachelor of Science in Computer Science
GPA: 3.81 / 4.00
Awards: Coca-Cola First Generation Scholarship, Zell Miller Recipient, AANAPISI Scholarship, NCR Scholar

SKILLS

Programming: Java, Python, Swift, HTML, CSS, C, SQL, Assembly
Software: Figma, FireBase, Flask, Full-Stack Development, Git, iOS Development, Sketch
Languages: English, Vietnamese

EXPERIENCE

Incoming Software Engineer Intern, Twitter | San Francisco, CA   **Start Date: 5/2021**

Teaching Assistant for Intro to Object-Oriented Programming | Atlanta, GA   **5/2020 - 12/2020**
Georgia Institute of Technology
- Host 75-minute virtual recitations to teach the fundamentals of Object-Oriented Programming in Java
- Develop JUnit tests to generate auto-grader scores to be used by 600+ different configuration files
- Collaborate in a team of eight to organize course material, write/grade homework, and plan learning objectives

Twitter Tech Proud | San Francisco, CA   **6/2020 - 6/2020**
Program Participant
- Chosen from 1000+ applicants to participate in a two-day interactive program designed for second-year Computer Science majors focused on professional and technical development
- 3rd place winner in the #ReadySetCode challenge created by Twitter engineers using Python3/Java8

Undergraduate Research Assistant | Atlanta, GA   **8/2019 - 1/2020**
Georgia State University
- Developed an iOS app "PET PALS" in Swift that creates a personalized virtual pet that located 40+ campus recycling bins and rewarded users in proximity with in-game points to use on their digital pet
- Utilized Google Maps API, Firebase, and QR technology to create branching features to integrate gamification techniques into recycling behaviors
- Conjured fundamental UX/UI design based on leading user research of over 600+ student responses
- Assisted faculty by analyzing 50+ relevant computer science scholarly articles about the gamification techniques for substantial UX research

Software Engineering Student Developer, Intern | Atlanta, GA   **9/2018 - 4/2019**
EcoDrop Technologies
- Digital Learners to Leaders self-start up program— introduced MVP for app that worked with a prototype reverse-vending machine designed to increase and incentive recycling at Georgia State University
- Designed a UI in Android Studio/XCode written in Java and Swift to provide users with an e-commerce platform which would be both efficient and user friendly
- Worked with ReactNative, HTML, CSS, JavaScript to build front-end interface

PROJECTS

- **Kellytran3k.github.io (Personal website)** — Designing website showcasing self-illustrated pixel art. Practicing solo-style agile scrum product development methodology. Just something that is really fun to code in my free time!
- **GT Covid-19 Simulator**— Developed functional mock-up of Georgia Tech's Covid-19 testing website and database using Flask and Python3 for full-stack dev. PyMySQL and MySQL workbench for the database API and Anaconda for the virtual environment.
- **The Ducky Bot (Placed 4th at Twitter Hackathon, 2020)** — Utilized Twitter API and Python to build a bot that collects user-driven sentiment analysis data in an aggregated database that allows for insight and analytics into user wellness.
- **Just Renegade (UGAHacks, 2020)** — Used OpenPose to analyze body angles of TikTok dance trends and to compare and score how well a user can dance in real time. HTML, CSS, JavaScript for the functional web application.

ACHIEVEMENTS:

- **4th Place Overall (Summer 2020)** — Twitter Hackathon (Battle Of The Camps)
- **1st Place Overall (Spring 2019)** — HackGSU (Major League Hacking)
- **1st Place CETL (Spring 2019)** — HackGSU (Major League Hacking)