

Khanh Tran

ktran035@uw.edu · github.com/khanhtranCS

EDUCATION

University of Washington
B.S. Computer Science

Sept. 2015 – July 2017

PROJECTS

(more at <https://github.com/khanhtranCS>)

Pokemon Go All-In-One tools

JavaScript, jQuery, HTML, CSS

- An active Chrome-Extension that function as a calculator and rare pokemon's location finder
- Calculate pokemon's next evolve possible CP (combat power) and hidden IV (individual stats).
- Snipe real-time location (longitude & latitude) of rare pokemon, and interact with pokesniper2 (popular sniper tool using by Pokemon Go Community).
- Few hundreds of active user weekly.

Classic Sliding Puzzle

JavaScript, jQuery, HTML, CSS

- An active classic sliding puzzle game that allow user to play and kill their spare time.
- Solved and implemented efficient solvable shuffle algorithm to allow user to have challenging puzzle to solve.

Eng-Vi Dictionary

JavaScript, jQuery, HTML, CSS

- An active Chrome-Extension that allow user to get word's definition by double click on that word while clients are surfing on their favorite websites.
- Support ENG-ENG, ENG-VIET, and VIET-ENG translation
- Few hundreds of active user weekly

Facebook to Chrome Notification

JavaScript, jQuery, HTML, CSS

- A Chrome-Extension that allow user to access their Facebook notification via this extension even when Facebook tab is closed.
- Fetch new data every five seconds, and use cookies to access user's login information

UW Campus Shortest Path Finder

Java, Java Swing (GUI)

- Help client to find that shortest path connection between one building to another.
- Implemented based on Dijkstra's algorithms to find the shortest path between two nodes.

SKILLS

Programming (proficient)

Programming (Familiar)

Libraries/Platforms

Markup/Templating

Data/Databases

Java, JavaScript, C, C++, PHP

Scheme/Racket, Standard ML

jQuery

HTML, CSS

SQL

COURSES WORK

CSE 142, 143 & 154

CSE 311 & 312

CSE 351 & 333

CSE 332

CSE 331

CSE 341

Intro to Object Oriented Programming & Web Programming

Foundation of Computing I & II

Software and Hardware Interface & System Programming

Data Abstraction & Parallel Programming

Software Design and Implementation

Programming Languages