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Nam Tran

[Portfolio](#)
[LinkedIn](#)
[Github](#)

EDUCATION

University of Maryland, College Park **4.0 GPA**
B.S. Computer Science — Minor in Mathematics *May 2024*
◦ **Coursework:** Object-Oriented Programming, Computer Systems, Organization of Programming Languages, Web Application Development, Compilers, Discrete Structures, Algorithms, Computational Game Theory

RELATED EXPERIENCE

University of Maryland **College Park, MD**
Computer Science Teaching Assistant *August 2023 - Present*
• Assessed and graded student projects, quizzes, and exams for the Object-Oriented Programming course in Java
• Provided one-on-one assistance to clarify concepts for students, enhancing their understanding of concepts
• Guided students in debugging and improving their Java project implementations

District of Columbia Code Officials Association **Remote**
Web Developer Intern *June 2023 - August 2023*
• Created a website template for the team to standardize design, improving efficiency and consistency
• Implemented dynamic features using ReactJS, enhancing user interaction
• Utilized Tailwind CSS for efficient and responsive website styling, adhering to industry standards

ADDITIONAL EXPERIENCE

The Village Nail Bar **Bowie, MD**
Receptionist *June 2020 - December 2021*
• Greeted customers, took phone calls, maintained appointments, and distributed work for nail technicians
• Communicated positively with nail technicians and customers to solve their service issues

PROJECTS

AppTracker — *NodeJS*
◦ Built with MongoDB and NodeJS to streamline the tracking and management of job applications
◦ Utilized Bootstrap for an engaging and responsive user interface, enhancing the overall user experience
◦ Leveraged the Google API using OAuth 2.0 to enable users to securely retrieve data to their email [Details](#)

Personal Portfolio — *ReactJS*
◦ Enhanced the website's features by using react-icons, react-scroll, swiper, and emailjs libraries
◦ Implemented a responsive website design that looks its best on all types of screens [Details](#)

Sliding Puzzle Game — *Java*
◦ Utilized the environment in Android Studio to build a game with a stunning interface design
◦ Provided 4 different levels and a clock to measure the time player has used to finish the puzzle [Details](#)

SKILLS

Programming	Python • Ruby • Java • C • C++ • Ocaml • Rust
Web	HTML • CSS • JavaScript • ReactJS • NodeJS
Tech	Git • Unix • WordPress • VSCode • Android Studio • MS Office
Database	SQL (MySQL) • NoSQL (MongoDB)

INTERESTS

Coding • Video Games • Board Games • Playing Chess • Solving Puzzles • Music • Photography