Kyle Tran

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EDUCATION

University of California, Irvine   **Irvine, CA**
Bachelor of Science, Computer Science   **Expected Dec 2026**
3.77/4.0 Cumulative GPA
- Relevant Coursework: ICS 33 Python Programming, ICS 6B/6D Boolean Algebra & Discrete Mathematics, ICS 45C C++ Programming, Math 3A Linear Algebra, Stats 67 Probability and Statistics
- Awards: Dean's Honor List Fall Quarter 2024 & Winter Quarter 2024

EXPERIENCE

Taskraise   **Ithaca, NY (Remote)**
Software Engineer Intern   **Feb 2024 – April 2024**
- Optimized Supabase PostgreSQL query execution speeds by 18% through usage-pattern indexing for listing retrieval.
- Implemented dynamic page components in React + Next.js, integrating RESTful API for marketplace dashboard, leading to 48% increase in user retention throughout usability testing.
- Debugged legacy codebase to accommodate BaaS solutions and scalability post-MVP stage.

Branding & Web Design   **Seattle, WA**
Independent Freelancer   **Jul 2021- Sep 2023**
- Crafted distinctive brand identities for organizations and venture-backed startups, including Georgia Tech Qurbani and Weft & Warp Co, collectively grossing over 100,000+ unique interactions annually.
- Instructed onsite classrooms on core concepts of web design, and nurtured students' areas of interest.

PROJECTS

Geocapsule (LA Hacks 2024) / TypeScript, CSS   **Los Angeles, CA**
Frontend Developer   **Apr 2024**
- Composed social media app prompting users to venture to our generated locations, capture candid moments, and store them in time-released "capsules" for future viewing through immersive UI/UX screens.
- Built with React Native, Firebase, Node.js, and Express.js tech stack utilizing Google's Gemini AI.

Raspberry Pi Compute Cluster / Python, Linux   **Seattle, WA**
Embedded Software Engineer   **Mar 2024 – May 2024**
- Trained TensorFlow Lite-based machine learning model for detection of sensitive content in video streams, optimized for distributed processing to parse 480+ short-form videos per hour.
- Deployed testing environment for studying distributed computing of PostgreSQL databases using Citus.
- Built with Kubernetes (K3s) cluster utilizing Raspberry Pi nodes with Docker, NumPy, and OpenCV.

Smart Mobility Cane / Python, Linux   **Irvine, CA**
Embedded Software Engineer   **Feb 2024 - Present**
- Digitized white cane with ToF sensor interfacing with Raspberry Pi to provide haptic feedback for the visually impaired, utilizing TensorFlow Lite for edge processing object recognition models.
- Built with Raspberry Pi Zero utilizing Google's Coral Edge TPU.

Resify (IrvineHacks 2024) / Python, TypeScript, CSS   **Irvine, CA**
Full Stack Developer   **Jan 2024**
- Developed security web app for homeowners to authenticate property online for future tenants utilizing event sponsor Melissa API, whilst crafting UI/UX components and integrating both ends.
- Built with Next.js & Tailwind CSS for the frontend and Node.js & MongoDB for the backend.
- Awarded 1st Place for Best Use of Melissa API/Data Sets among 400+ participants.

SpotConnect (ZotHacks 2023) / Python, JavaScript, CSS   **Irvine, CA**
Full Stack Developer   **Oct 2023**
- Constructed music-centric social platform, integrating Spotify's API with a dedicated UI and algorithm designed to connect users who share similar music tastes.
- Built with React for the frontend and MongoDB for the backend.

ORGANIZATIONS

Hack at UCI   **Irvine, CA**
Graphics Organizer   **May 2024 – Present**
- Assembled theming, brand, and web design on quarterly basis for Orange County's largest hackathon committee.

TECHNICAL SKILLS

- Programming Languages: Python, C/C++, Java, JavaScript, HTML, CSS, SQL
- Frameworks/Libraries: React, React Native, Next.js, Flask, Tailwind CSS
- Technologies/Tools: VSCode, JetBrains, Git, GitHub, Linux, Figma, Adobe Illustrator & Photoshop, Affinity Designer