Philip Tran

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EDUCATION

University of Virginia — Charlottesville, VA
B.A. in Computer Science, Minor in Engineering Business (expected) — *Aug. 2024 - May 2027*
- **Relevant Coursework:** Data Structures and Algorithms 1, Computer Systems and Organization, Discrete Math, Software Development
- **Citizenship Status:** US Citizen

PROFESSIONAL EXPERIENCE

TSG (Technology Strategy Group) — Aug. 2025 – Present
Technology Consultant (7% Acceptance Rate) — *Charlottesville, VA*
- Selected from a competitive pool as one of 12 members of UVA's Technology Strategy Group (TSG), a premier student-led consulting group.
- Collaborated directly with founders and venture-backed teams on projects spanning MVP development, product strategy, and data analytics.
- Contributed to high-impact initiatives with startups that collectively raised $1M+ in funding, gaining hands-on experience in scaling operations.

UVA Career Center — Dec. 2025 – Present
Technology Assistant — *Charlottesville, VA*
- Delivered 25–30 end-user support requests per week, resolving hardware, software, and AV issues with a 95%+ first-touch resolution rate to minimize workflow disruptions.
- Supported 15+ Career Center events by managing technology setup/takedown, maintaining an inventory of 100+ devices, and contributing to technical projects involving Windows Group Policy, print server management, Drupal CMS, Jamf, and React/TypeScript.

TeaDM — Aug. 2023 – 2025
Boba Barista — *Sterling, VA*
- Collaborated with 2–4 team members to optimize operations during peak hours, contributing to higher throughput and consistently positive customer experiences.
- Surpassed weekly sales targets by 20% promoting loyalty programs, directly increasing customer retention and store revenue.

LEADERSHIP EXPERIENCE

Hour of Code — Spring 2023 – 2024
Teaching Assistant — *Sterling, VA*
- Facilitated hands-on coding workshops for K-12 students, providing step-by-step instruction in programming basics and fostering technical curiosity in a supportive classroom environment.
- Collaborated with lead instructors to design engaging lesson content, adapting teaching methods to diverse learning levels, and contributed to a 30% increase in student engagement and participation.

Computer Science Honor Society — Fall 2023 – 2024
Treasurer — *Sterling, VA*
- Managed finances, budgeting, and record-keeping for the Computer Science Honor Society, ensuring responsible allocation of funds for events and initiatives.
- Led fundraising campaigns and team merchandise design, raising 15% more funds than prior years and directly supporting student council and large-scale events.

PROJECTS

Apportionment — September 2025
Charlottesville, Virginia
- Engineered Java command-line software to allocate Congressional representatives, implementing multiple apportionment algorithms and robust CSV/XLSX handling.
- Orchestrated team collaboration via Git/GitHub workflows and Gradle, documenting iterations and following industry best practices for version control.
- Developed unit and integration tests for CSV/XLSX parsing and algorithm edge cases to ensure calculation accuracy and program reliability.

TECHNICAL SKILLS

Languages: C, Java, Python, HTML/CSS, SQL
Frameworks: React, Node.js, Mockito, Express.js
Developer Tools: Git, JIRA, Google Colab, VS Code, IntelliJ, Linux/Unix, Agile/Scrum tools
Interests: Volleyball, Weightlifting, Golf, Christianity