Long **Tran**

https://ltran.co
(310) 408 - 2761
long_tran@apple.com

Swift	Python	TypeScript	HTML	After Effects	Prototyping
Objective-C	Django	JavaScript	CSS	Tableau	UI design
	Flask	Angular2	Java	GIMP	

04.2016 Present

Software Engineer II - Apple Inc. - Wireless Design Special Project Group
- consult, design, and implement full-stack solutions for Human Factors engineers and other research teams
- specialize in web development with **Django**, **Angular2**, and **PostgreSQL**
- **lead iOS development** and **UI/UX** efforts within immediate SW team
- assist with **prototyping** proof of concepts for future initiatives
- owner and maintainer of 15+ iOS and 4+ web applications and 4 homebrew Swift frameworks

10.2015 12.2015

Software Engineering Intern - Amazon.com, Inc. - Payment Platform
- implemented various features for a Ruby on Rails app that tracked projects ownership in the Payment organization

06.2015 09.2015

Software Engineering Intern - Apple Inc. - iPhone Systems QA
- designed and automated a UI test suite for HomeKit accessories in integration with iOS 9 using **JavaScript**
- automated a hardware test suite that stressed the SoC, validating Siri and HomeKit features
- implemented a web interface with **Flask** and **jQuery** for a bug-tracking tool, reducing data-retrieval to just **2 clicks**

10.2014 06.2015

Webmaster Assistant - San Diego Supercomputer Center - Center for Applied Internet Data Analysis
- implemented a JavaScript wrapper for a jQuery plugin called DataTable, speeding up integration by **40%**
- implemented database & content management tools in **Python**, reducing **14 hours** of webmaster's workload/week
- performed research on automating alias resolution by studying hostnames from 4000+ domains

06.2014 10.2014

Software Engineering Intern - NASA Jet Propulsion Laboratory - Flight Software Core
- implemented a Python autocoder, saving on average 20 hours of C programming per future flight project
- wrote tool to translate messages from Mars rover Curiosity to readable form, simplifying debugging by 67%
- used JavaScript to create an internal website that organized 4 years worth of development documentation

01.2013 01.2014

Software Test Engineering Intern - Broadcom Corporation - Bluetooth Technology Software
- analyzed in-house Bluetooth drivers testing efficiency; created extensive test plans for builds
- identified numerous issues in Android software used in electronics from Samsung, BMW, Porsche, Chrysler
- automated Near Field Communication (NFC) tests with C#, saving on average 4 hours of labor/week

10.2013 06.2015

Sr. Marketing Student Partner - Microsoft Corporation
- educated students on Windows Phone development in C# and game development using Construct2
- globally recognized as the top 1% Marketing Student Partner by Microsoft

09.2013 03.2016

Computer Science Tutor - UC San Diego - Computer Science & Engineering Department
- helped 600+ students debug and understand Java programs, improving their object-oriented fundamentals
- wrote and maintained scripts to randomize seating charts to stimulate in-class discussion
- helped 200+ students with proof methodology & number theory concepts

09.2012 03.2016

B.S. Computer Science - University of California, San Diego
- Business minor
- Chancellor's Scholar with Highest Distinction

09.2012 03.2016

More details at
https://ltran.co

Sample Side Projects
- Dine: led 10 developers to implement a voted-1st place iOS application; consistently voted 'Most Valuable Member'
- PyroPad: a collaborative code editor with built-in execution, supporting 7 languages, averaging 30 users/week
- Blink: a published Chrome extension that allows users to download all web links by drawing a region on the browser
- Synch: a web application that allows users to watch YouTube videos in-sync
- Scraping MSN Money: used Python & Selenium to scrape stock data, yielding $7,000+ in a virtual stock market

Selected Hackathons
- CalHacks: awarded top 10 hacks for an iOS app that used BLE to send messages through a mesh network
- Startup Weekend San Diego: awarded 1st place for the best business idea and model
- Qualcomm's Entrepreneurial Challenge: awarded 2nd place for the most marketable minimum, viable iOS application