Linh Tran

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Education

Tufts University / Bachelor of Science in Computer Science

Expected May 2022

Medford, MA

GPA: 3.77/4.00, Dean's List (Fall 2018 - Spring 2020)

Courses: Algorithms, Data Structures, Machine Structures & Assembly Programming, Discrete Math

Skills

Programming Languages: C++, C, Java, JavaScript, Node.js, HTML/CSS, Python, Swift **Software/Tools**: Android Studio, VSCode, XCode, Git, MongoDB, ExpressJS, PyCharm, Eclipse **Languages**: English and Vietnamese (fluent)

Experiences

Facebook / Facebook University Engineering Intern

May 2020 - Aug 2020

Menlo Park, CA - Remote

- o Participated in an Android mobile development training course under team Stories Client Health.
- Developed an Android social networking platform that connects people based on bucket lists, with the management of a Facebook engineer.

Tufts Dept. of Computer Science / Teaching Assistant

January - May 2020

Medford, MA

- Held office hours for 70+ students to assist with concepts taught in the course Web Programming.
- Graded and provided personal feedback on homework assignments; answered questions on Piazza.

Tufts Dept. of Urban Environmental Policy / Research Assistant

July - October 2019

Medford, MA

- Created 3 Twitter bots as case studies for Prof. Hollander's research on the influence of social media on human's interests in urban planning, using Tweepy and Python.
- Programmed and deployed bots that can follow accounts, favorite, retweet, scrape photos from Reddit threads, and generate captions using Microsoft's Computer Vision API.

FPT Software / Software Engineering Intern

May - August 2019

Hanoi, Vietnam

 Designed and implemented the user interface for the web platform of FPT's current client, Flex Digital Healthcare. Developed Sign Up/ Login functionalities for FDH user interface using JavaScript.

Science and Technology Innovation Conference / Camp Advisor

June 2019

Singapore, Singapore

• Organized and led two science summer camps with over 300 students. Guided students in using C++ to design and program innovative technological solutions to social problems.

Projects

Buckets / Java, Android Studio

July 2020

- Designed and implemented an Android social networking platform for bucket lists creators.
- Functionalities: Users can create new buckets, add goals, and track their progress on each bucket.
 Users can search for any city and add the places they would like to visit to a bucket. Users can also follow other users and view a feed of stories about their accomplishments.

Jumbo Notes / HTML, CSS, JavaScript

February 2020

Designed and implemented from scratch a note-taking web application that replicates Google Keep.
 Current functionalities for users include: create, edit, archive, and pin notes.

Scribbles It / HTML, CSS, JavaScript, p5.js, socket.io, Express.js, Heroku

October 2019

- Group project, Finalist @ Tufts Polyhack 2019
- Designed and deployed a real-time drawing application inspired by Draw My Thing. Implemented the Home page, shared drawing canvas, chat box, drawing toolbar, and Scores system.

Matchy / Swift, XCode 10

September 2019

 Implemented a single-view iOS card-matching game using the MVC pattern. Added the game's algorithms to Shuffle Cards, Restart Game, and Choose a Theme.

Activities

- o Rewriting the Code / Member
- Tufts Vietnamese Students' Association / Secretary

January 2019 - present

September 2019 - present