

Linh Tran

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Education

Tufts University / Medford, MA

Expected May 2022

Bachelor of Science in Computer Science

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

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

Experiences

Tufts Dept. of Computer Science / Medford, MA

Jan 2020 - present

Teaching Assistant for Algorithms (Fall 2020), Web Programming (Spring 2020)

- Held office hours to assist with core concepts of respective courses. Graded, provided personal feedback on homework assignments for 250+ students, and answered questions on Piazza.

Facebook / Menlo Park, CA - Remote

May 2020 - Aug 2020

FBU Engineering Intern

- Developed an Android social media app that connects bucket lists creators, using Java and Parse.
- Implemented a simple feed ranking algorithm when displaying posts to create better user experience. Utilized Google Places API to display a list of places for users to add to their travel bucket lists.
- Participated in an Android mobile development training course with team Stories Client Health.

Tufts Dept. of Urban Environmental Policy / Medford, MA

Jul 2019 - Oct 2019

Research Assistant

- 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 / Hanoi, Vietnam

May 2019 - Aug 2019

Software Engineering Intern

- 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 / Singapore

Jun 2019

Camp Advisor, Teaching Assistant

- 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, Parse

Jul 2020 - Aug 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

Feb 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

Oct 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

Sep 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.

Skills

Programming Languages: Java, C++, C, JavaScript, Python, Node.js, HTML/CSS, Swift

Software/Tools: Android Studio, VSCode, XCode, Git, MongoDB, ExpressJS, PyCharm, Eclipse

Languages: English and Vietnamese (fluent)

Activities

Rewriting the Code / Member

Jan 2019 - present

Tufts Vietnamese Students' Association / Secretary

Sep 2019 - May 2020