

Hung Tran

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EDUCATION

University of Rochester

Bachelor of Science, Computer Science Major

Rochester, New York

Anticipated Graduation: May 2022

- GPA: 3.98 out of 4.00
- Merits: Dean's Scholarship (Fall 2018 – present)
- Coursework: Artificial Intelligence, Data Structures and Algorithms, Web Development, Databases, Computer Organization, Computational Statistics.

TECHNICAL SKILLS

- Languages: Java, Python, Javascript, HTML, CSS, PHP, C, SQL, R
- Technologies: NodeJS, Flask, React, Bootstrap, jQuery, AJAX, Git
- Operating Systems: Mac, Windows, Linux, iOS, Android

PROJECTS

Multiplayer Battleship: *A web application to play Battleship game*

- Used HTML and CSS for frontend, Node.js, Express and Javascript for backend and game logics.
- Designed AI algorithm using probability distribution and DFS for the Computer in Single Player mode.
- Utilized Socket.io to handle interactions between players in Multiplayer mode.
- Technologies: Javascript, HTML, CSS, Node.js, Express, Socket.io

Neural Network: *A web application to demonstrate Neural Network: prepare data, train and evaluate model.*

- Implemented a Neural Network using Gradient Descent with one hidden layer in Javascript.
- Collected and processed data from user's canvas drawings.
- Designed the user interface using HTML, CSS and Bootstrap.
- Technologies: Javascript, HTML, CSS, Bootstrap

Checkers AI: *A game of Checkers with Artificial Intelligence in the console.*

- Created a functional game board and handled game logics in Java.
- Implemented AI algorithms such as Minimax, heuristic Minimax, Alpha Beta Pruning to search for optimal moves to challenge human players.
- Technologies: Java

Sorting Visualization: *A web application to visualize different sorting algorithms.*

- Implemented 7 comparison and non-comparison sorting algorithms with Javascript.
- Utilized p5.js to draw and animate the sorting process.
- Designed the website layout using HTML, CSS and Bootstrap.
- Technologies: Javascript, HTML, CSS, Bootstrap, p5.js

ACTIVITIES

Active member, Google Developer Student Club

Fall 2019 - Present

Active member, Computer Science Undergraduate Council

Fall 2018 – Present

Participant, MindX Hackathon and DandyHacks

Summer '19, '18, '17

- Created the respective projects: An e-commerce website, a graphics game, and a suggestion website.
- Participated in a team of three in three consecutive days for the annual challenge.
- Collaboratively planned and developed a fully functional project from scratch.
- Performed a group presentation with live demo at the end of the event.