Hung Tran

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EDUCATION

University of Rochester — **Rochester, New York**
Bachelor of Science, Computer Science Major — *Fall 2018 – Fall 2021*

Rutgers University-New Brunswick — **New Brunswick, New Jersey**
Bachelor of Science, Computer Science Major — *Spring 2022 – Anticipated Fall 2022*

TECHNICAL SKILLS

- Languages: Java, Python, Swift, Typescript, Javascript, HTML, CSS, PHP, C, SQL, R
- Technologies: Spring Boot, Node.js, Flask, React, Redux, Bootstrap, jQuery, Azure, Git
- Operating Systems: Mac, Windows, Linux, iOS, Android

EXPERIENCE

VinBrain — **Hanoi, Vietnam**
Software Engineer Intern — *April 2021 – July 2021*

- Worked in a team of 1 engineer and 2 interns to design a web application for healthcare survey management, which get used by Ministry of Health for millions of Vietnamese people.
- Implemented 3 fully functional frontend route pages using Typescript and React based on Figma prototype from designers.
- Optimized logic for survey retrieval queries in backend using Spring Boot.
- Technologies: Spring Boot, PostgreSQL, React, Redux, Typescript, Material UI

PROJECTS

Patients Manager: *A web application to manage records of patients.*

- Implemented a RESTful API using Spring Boot to store and retrieve data of patients from PostgreSQL database.
- Designed and built a user-friendly interface for patients' interaction using React, Redux, Typescript, Material UI.
- Technologies: Spring Boot, PostgreSQL, React, Redux, Typescript, Material UI

Moviez: *An iOS application to explore and bookmark your favorite movies.*

- Implemented Web Service using OMDb API to retrieve data about movie reviews from IMDb.
- Utilized CoreData for persisting bookmarks into the device.
- Designed and built a UI/UX interface using Storyboard.
- Technologies: Swift, Web Service, CoreData, Storyboard

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

- Built game layout using HTML & CSS and implemented game logic using Javascript.
- Designed an AI algorithm using probability distribution for the Computer player in Single Player mode.
- Utilized Node.js, Express, and Socket.io to handle interactions between players in Multiplayer mode.
- Technologies: Node.js, Express, Socket.io, Javascript, HTML, CSS

Drawing Labeller: *A web application to collect user's labelled drawings to label new drawing using Neural Network.*

- Implemented a Neural Network from scratch using Gradient Descent with one hidden layer in Javascript.
- Utilized Javascript's canvas to collect and process user's drawings for training and testing data.
- Technologies: Javascript, HTML, CSS, Bootstrap

ACTIVITIES

Active member, **Google Developer Student Club** — **Fall 2019 - Present**
Active member, **Computer Science Undergraduate Council** — **Fall 2018 – Present**
Participant, **DandyHacks Hackathon** — **Summer '19, '18**

- Built an e-commerce website for technology products during 48 hours with a team of 3.
- Developed a graphical shooting game with 2 other people within 48 hours.

Participant, **MindX Hackathon** — **Summer '17**

- Participated in a team of 3 in 36-hour duration to create an activity suggestion website based on user's mood.