Hung Tran

+1 (585) 260-0936 • nhathungmetoo@gmail.com • github.com/metoonhathung

EDUCATION

University of Rochester   **Rochester, New York**
Bachelor of Science, Computer Science Major   *Anticipated Graduation: December 2022*

- GPA: 3.63 out of 4.00
- Merits: Dean's Scholarship (Fall 2018 – Fall 2019)
- Coursework: Artificial Intelligence, Data Structures and Algorithms, Web Development, Mobile Development, Databases, Computer Organization, Computational Statistics.

TECHNICAL SKILLS

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

EXPERIENCE

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

- Worked in teams 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.
- <u>Technologies</u>: 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.
- <u>Technologies</u>: Spring Boot, PostgreSQL, React, Redux, Typescript, Material UI

Moviez: *An iOS application to search and save 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.
- <u>Technologies</u>: 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.
- <u>Technologies</u>: Node.js, Express, Socket.io, Javascript, HTML, CSS

Neural Network: *A web application to evaluate the performance of a Neural Network: prepare data, train model, and test model.*

- 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.
- <u>Technologies</u>: Javascript, HTML, CSS, Bootstrap

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

- Created a functional game board and handled game logic in Java.
- Implemented AI algorithms from variants of Minimax algorithm to search for optimal moves for Computer player.
- <u>Technologies</u>: Java

Virtual Assistant: *A web application for Virtual Assistant with voice/text input and voice/text output.*

- Implemented Web Speech API for speech recognition and utterance.
- Utilized AJAX to integrate APIs from Wikipedia, Wolfram Alpha, OpenWeatherMap, Youtube, Google Maps, Google Translate, Face API,... for queries about article, science, weather, videos, maps, facial recognition,...
- <u>Technologies</u>: AJAX, Javascript, HTML, CSS, Bootstrap

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

- Implemented 7 comparison and non-comparison sorting algorithms in Javascript.
- Utilized p5.js to draw and animate the sorting process.
- <u>Technologies</u>: p5.js, Javascript, HTML, CSS, Bootstrap

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.