Hung Tran

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EDUCATION

University of Rochester **Rochester, New York**

Bachelor of Science, Computer Science Major *Anticipated Graduation: December 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, 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

PROJECTS

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

- Implemented a REST API with CRUD operations using Spring Boot as server and PostgreSQL as database.
- Designed a UI/UX interface using React, Redux, Typescript, Material UI.
- Technologies: Spring Boot, PostgreSQL, React, Redux, Typescript, Material UI

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 for the Computer in Single Player mode.
- Utilized Socket.io to handle interactions between players in Multiplayer mode.
- Technologies: Node.js, Express, Socket.io, Javascript, HTML, CSS

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.
- 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.
- Technologies: Java

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

- Utilized Web Speech API for speech recognition and utterance.
- Integrated several popular APIs with AJAX for functionalities on user's command.
- Technologies: AJAX, Javascript, HTML, CSS, Bootstrap

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.
- Technologies: 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.