

Hung Tran

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EDUCATION

Rutgers University-New Brunswick
Bachelor of Science, Computer Science Major

New Brunswick, New Jersey
Spring 2022 – Expected Spring 2023

University of Rochester
Bachelor of Science, Computer Science Major

Rochester, New York
Fall 2018 – Fall 2021

Relevant Coursework: Data Structures and Algorithms, Web Development, Mobile Development, Databases, Artificial Intelligence, Deep Learning, Data Mining, Computer Organization, Computational Statistics.

EXPERIENCE

VinBigData: *Leading big data analysis and AI products company.*
Software Engineer Intern

Hanoi, Vietnam
June 2022 – August 2022

- Constructed a platform specializing in phone bots using AI technologies, providing smart automating solutions for enterprises.
- Developed API endpoints to manage campaigns and schedule automatic calls to corresponding customers using Python FastAPI, gRPC, Celery, and PostgreSQL, increasing productivity by 150% and reducing human workforce by 80%.
- Incorporated pre-trained ASR, NLP, and TTS models into automatic calls using WebSocket, capturing users' intentions with 90% accuracy.

VinBrain: *Leading AI for Healthcare products company.*
Software Engineer Intern

Hanoi, Vietnam
April 2021 – July 2021

- Built an application for healthcare survey management operated by the Ministry of Health using web technologies, diagnosing millions of Vietnamese people with diabetes and hypertension with 80% accuracy.
- Implemented frontend pages to supervise survey records using React, Redux, and Typescript based on Figma prototype from designers, providing a friendly interactive interface for end users.
- Constructed API endpoints to manage survey documents using Java Spring Boot and PostgreSQL, facilitated thousands of queries at highest peak.

TECHNICAL SKILLS

- Languages: Java, Python, JavaScript, TypeScript, Swift, C, PHP, R
- Frontend: React, Redux, Bootstrap, jQuery, HTML, CSS
- Backend: Spring Boot, Node.js, FastAPI, Flask, PostgreSQL, MongoDB
- Machine Learning: PyTorch, Pandas
- Technologies: Git, Azure, Jira, Linux

PROJECTS

Music Generation: *A Python application to generate songs using Deep Learning models.*

- Developed and trained Deep Learning architectures such as RNN, CNN, Transformer, VAE, and GAN using PyTorch, instructing the models to predict the next likeliest notes.
- Preprocessed data and fine-tuned hyperparameters on Ragtime MIDI dataset using Python, ensuring higher accuracies for machine learning models.

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

- Incorporated OMDb API using Web Service, retrieving millions of movie reviews from IMDb.
- Implemented bookmarking using Swift CoreData, persisting data into the device.
- Designed an UI/UX interface using Swift Storyboard, providing an intuitive interface for users.

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

- Constructed game layout and logic using HTML, CSS, and JavaScript, providing a colorful and captivating gameplay.
- Designed AI algorithm using probability distribution, enabling Computer to win averagely in 42 moves in Single Player.
- Handled real-time interactions using Node.js, Express, and Socket.io, allowing 2 players to compete in Multiplayer.

ACTIVITIES

Active member, Google Developer Student Club

Fall 2020 - Present

Active member, Computer Science Undergraduate Council

Fall 2019 – Present

Participant, HackRU, DandyHacks, MindX Hackathon

Spring '22, Fall '20, Summer '18

- Created an activity suggestion website based on the user's mood in a team of 3 in 24 hours.
- Collaborated with 2 other members to develop a graphical shooting game within 36 hours.
- Built an e-commerce website for technology products during 48 hours with a team of 3.