Hung Tran

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EDUCATION

Rutgers University-New Brunswick · **New Brunswick, New Jersey**
Bachelor of Science, Computer Science Major · *Spring 2022 – Expected Spring 2023*

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

Relevant Coursework: Data Structures and Algorithms, Web Development, Mobile Development, Databases, Artificial Intelligence, Deep Learning, Data Science, Computer Architecture, Systems Programming, Computational Statistics.

EXPERIENCE

VinBigData: *Leading big data analysis and AI products company.* · **Hanoi, Vietnam**
Software Engineer Intern · *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.* · **Hanoi, Vietnam**
Software Engineer Intern · *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.

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.

Chess: *An Android application to play Chess game.*
- Constructed game logic and layout using *Java* and *XML*, providing a colorful and captivating gameplay.
- Implemented AI algorithm using Minimax variants, enabling Computer to traverse millions of moves in seconds.
- Handled real-time interactions using *Node.js*, *Express*, and *Socket.io*, allowing 2 players to compete in Multiplayer.

TECHNICAL SKILLS

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

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.