Luan Tran

Piscataway, New Jersey 08854
(732) 532-7512 | minhluanlqd@gmail.com
LinkedIn: https://www.linkedin.com/in/luanminhtran/
GitHub: https://github.com/minhluanlqd

PROFESSIONAL SUMMARY

Computer Engineering student with knowledge and experience in **Android** & **Web Development.**
Interests in **Artificial Intelligent, Machine Learning** & **Deep Learning.**

EDUCATION

Rutgers University, New Brunswick, NJ　　　　　　　　　　　　　　　　　　　　　　May 2021
Bachelor of Science in Computer Engineering　　　　　　　　　　　　　　　　　　　GPA: 3.7/4.0
Honors: Dean's List - Fall 2019 – Spring 2020

International University, Ho Chi Minh City　　　　　　　　　　　　　August 2017 – May 2019
Computer Engineering – 64 Credits Completed (Transferred)　　　　　　　　　　　GPA: 3.3/4.0

TECHNICAL SKILLS

Languages: Java, Python, HTML, CSS, JavaScript, MERN Stack (MongoDB-Express-ReactJS-NodeJS), Matlab
Concepts: Data Structures, Algorithm, Neural Network and Deep Learning
Tool: Jupyter Notebook, Google Colab, IntelliJ, Android Studio, Visual Studio Code, Atom, Sublime Text, Maple, Matlab, QtSpim
Version Control: GitHub/Git
Operating System: Window, MacOS, Linux

PROJECTS

Rutgers Menu (Link Web)　　　　　　　　　　　　　　　　　　　　1st June 2020 – Present
- Build a food menu website for 4 campuses of Rutgers-New Brunswick
- Implemented front-end and back-end using MERN Stack (ReactJS/Hooks – ExpressJS, MongoDB, NodeJS)
- Hosting server side by Heroku (Link Server)
- On process of building Admin page (Link) using Material UI to update database on MongoDB via Heroku server

Blockchain and Docker Assisted Secure Automated Parking Garage System　　September 2019 – December 2019
- Built a website about online reservation from scratch in order to assisted parking garage system in New Jersey
- Team leader of a group of 7 people. Led team achieved 1st rank for best project in total 5 projects
- Utilized HTML/CSS/JavaScript for Front-End and NodeJS/MongoDB for Back-End
- Secured data of users by applying Blockchain technology. Operated transferring data between each garage using Docker

Pacman Reborn　　　　　　　　　　　　　　　　　　　　　　　　March 2019 – June 2019
- Rebuilt a legendary Pacman game from scratch.
- Team leader of a group of 3 people.
- Utilized LWJGL - a game library for Java
- Implemented different algorithm for each ghost to challenged players (BFS & DFS).

Media App Music　　　　　　　　　　　　　　　　　　　　　　October 2018 – December 2018
- Programmed a music app from scratch in order to improving personal Android coding skill
- Utilized basic features of music app (Play/Pause/Next/Previous Button).
- Remodeled rotated disk animation while listening to music. Designed seek bar for users modified music play's time
- Debugged and tested on 4 different android devices

EXPERIENCE

Nguyen Huu Huan High School, Ho Chi Minh City, Vietnam
Math Teaching Assistant　　　　　　　　　　　　　　　　　　　　July 2017- June 2019
- Help teacher in teaching Algebra and Geometry on 2 classes about 80 students each class in 2 years.
- Responsibility**:** Answering Question from student, Grading.

RELEVANT COURSEWORK

Software Engineering	Object Oriented Programming	C/C++ Programming in Unix
Data Structure and Algorithm	Introduction to Computer System	Discrete Structure