Nathan Tran

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EDUCATION

San Jose State University   San Jose, CA
Bachelor of Science in Computer Science   *Expected Graduation: May 2026*
>   **Organizations**: Software and Computer Engineering Society, Mozilla Responsible Computing Club
>   **Relevant Coursework**: Data Structures and Algorithms, Object Oriented Design, Computer Architecture

EXPERIENCE

Ego (YC W24)   Nov. 2024 – Present
Software Engineering Intern   *San Francisco, CA*
- Enhanced Roblox game by implementing LLMs, improving conversation coherence and engagement by 20%
- Developed Discord mini-game with Claude API integration, reaching 1.5K active users within first month of launch
- Engineered automated QA testing framework using LLM agents for efficient bug detection and gameplay testing
- Optimized FastAPI backend through caching and query handling, reducing average response times by 15%

Uber   Nov. 2024 – Present
Software Engineering Fellow   *Remote*
- Selected for elite fellowship program (2.9% acceptance rate) focused on engineering principles and system design
- Mastering data structures and algorithms through weekly technical challenges and mock interview sessions
- Collaborating with Uber engineers in bi-weekly mentorship sessions for code reviews and technical guidance
- Building full-stack projects while learning industry best practices through structured GitHub feedback

SJSU Software & Computer Engineering Society   Sept. 2024 – Present
Development Team Officer   *San Jose, CA*
- Led a team of 15 students to develop a fullstack checkout page, increasing snack room sales by 30%.
- Created and hosted 10+ workshops on web and backend development, boosting engagement by 40%.
- Provided guidance during weekly office hours for 20+ students, improving project completion rates by 25%.
- Managed GitHub organization, overseeing code reviews and pull requests, reducing merge conflicts by 50%.

PROJECTS

AVA (Accessible Voice Assistant) | *Python, FastAPI, Groq, Perplexity, LangChain, ElevenLabs*   March 2025
- Identified accessibility gaps and built a voice-controlled browser navigation tool reaching 90% command accuracy.
- Tackled slow AI response times by implementing Groq and Perplexity Sonar, reducing latency by 65%.
- Developed agentic AI solution with LangChain, enabling users to automate email writing and flight booking.
- Won **Best Multimodal Use of Groq** prize against 36 competing teams.

CanvAI | *Next.js, Typescript, Python, Supabase, FastAPI*   January 2025 – Present
- Developed a Chrome extension that helps students manage Canvas assignments and deadlines with AI assistance
- Built user authentication system with Google OAuth and secure Canvas token storage via Supabase
- Integrated Canvas API to search files, submit assignments, and sync deadlines with Notion/Google Calendar.
- Streamlined student workflows by unifying secure auth, AI insights, and robust API integrations.

DreamScapes | *Meta Quest 3, Unity, C#, Python, PyTorch, FastAPI*   November 2024
- A real-time VR application that uses voice descriptions to render an immersive 3d environment
- Architected FastAPI backend reducing voice-to-3D scene generation time from 2 minutes to 30 seconds
- Built dynamic VR asset loading system supporting real-time scene updates for seamless user experience
- Won **Best Use of AI in XR** and **Best Use of AWS** prizes out of 60 teams at Stanford XR hackathon

TECHNICAL SKILLS

Languages: Python, Java, C#, Javascript, Typescript, HTML/CSS
Frameworks & APIs: React, Next.js, FastAPI, Flask, Discord API, Canvas API, OpenAI API, ElevenLabs, Groq, Perplexity
Developer Tools: Git, Docker, VS Code, Visual Studio, Unity, Meta Quest SDK, Roblox Studio
Libraries: LangChain, NumPy, Scikit-Learn, PyTorch, Pandas, BeautifulSoup4, MatPlotLib
Databases & Auth: MongoDB, Supabase, Google OAuth