

Nathan Tran

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Education

University of California, Irvine

Graduated June 2024

Bachelor in Psychological Sciences, Minor in Information and Computer Sciences

- Relevant Coursework:
 - Data Structures and Algorithm
 - Programming in C++
 - Requirements Analysis and Engineering
 - Project in Ubiquitous Computing

Projects

Sorted Linked Lists | C++

- Incorporating key-value pairs to simulate a map interface using a double linked list.
- Implemented overloaded operators to enable interaction with the list data structure.
- Conducted thorough testing and debugging to ensure correct functionality.

Hangman Game | C++

- Implemented a cheating mechanism where the program strategically narrows down the possible words based on user guesses, maximizing the remaining word possibilities to increase difficulty for the user.
- Utilized classes and data structures such as arrays and lists to manage word lists efficiently, ensuring minimal memory usage.

Web Development Project | HTML, CSS, Javascript, React

- Developed a dynamic and responsive website using HTML, CSS, JavaScript, and the React framework.
- Integrated smooth, animated route transitions with framer-motion and utilized npm packages like react-toastify to create an interactive user experience with responsive feedback mechanisms such as toast notifications.
- Deployed and hosted the application on AWS S3, ensuring high availability and scalability.

Technical Skills

Languages: Proficient in Python, C++, HTML/CSS. Basic knowledge of Javascript and SQL

Tools and Environment: Git, Visual Studio Code

Database Systems: Familiar with MySQL and DBeaver

Frameworks: React