

OLIVIA TRAN

3619 KNOXIE STREET • SAN DIEGO, CA • 92105 • CELL (619) 905-1093 • E-MAIL OTRAN@UCSD.EDU

EDUCATION

University of California, San Diego
Computer Science, B.S.

Expected graduation: December 2016
GPA: 3.15

SKILLS

Programming Languages: Java, C, C++, HTML, CSS, OCaml, SPARC, SQL (knowledge)
Technical Skills: Linux, Git, UML, UNIX, JIRA
Software: Adobe Photoshop, Eclipse, VMWare, ModelSim, Microsoft Office, PowerPoint
Specialized Skills: Agile/Scrum Development, Project Management, TDD, Fluent in Vietnamese

TECHNICAL EXPERIENCE

Workday, Inc. | Software Application Developer Intern June 2015 – September 2015

- ▶ Collaborated in the software recruiting team to add features that enhanced the recruiting process.
- ▶ Refactored and enhanced large amounts of code to reduce ambiguity for future references.
- ▶ Implemented object-oriented designs, created UMLs, and completed user stories.
- ▶ Led presentations about the project and performed in an agile development workplace.
- ▶ Wrote production ready code and created automated tests for it.

RELEVANT PROJECTS

Global TIES (Teams in Engineering Services) | Website September 2015 – December 2015

- ▶ Designed a prototype to increase the access to resources for children and young adults in Nepal.
- ▶ Facilitated weekly meetings for a team of seven and used Slack as a form of communication.
- ▶ Created wireframes that focused on human computer interaction (HCI) to enhance user experience.
- ▶ Frequently communicated with the clients to verify that the final product met their expectations.

EveryOneRich | Android September 2014 – December 2014

- ▶ Worked with a team of ten to create an Android application that allowed users to manage all their bank accounts conveniently through one application.
- ▶ Performed agile software development methodologies and test-driven development cycles.
- ▶ Learned how to program the Android application through the Android Studio and SDK tools.
- ▶ Centralized all of project files in a Git to preserve the files and members could work remotely.
- ▶ Rotated roles throughout the quarter, I was the project manager, developer, and business analyst.

Huffman Compression, Connect Four, Critters | Course Project June 2014 – August 2014

- ▶ Used bit manipulation, stacks, priority queues, and the Huffman tree to compress files.
- ▶ Implemented a graphical interface of the Connect Four game using Java.
- ▶ Implemented the Critter game using Java Listeners, GUI, and the Java Graphic class.

Double-Linked List, Hash Table, Binary Trees | Course Project September 2013 – December 2013

- ▶ Implemented these data structures in both C and C++.
- ▶ Gained a deep understanding of the data structures and their implementations.

LEADERSHIP EXPERIENCE

Theta Tau | Professional Co-Ed Engineering Organization, Recruitment Chair June 2015 – June 2016

- ▶ Successfully coordinated advertisement week and directed recruitment events.
- ▶ Managed a team of ten by delegating tasks to plan professional and philanthropic enriching activities.

ACTIVITIES

Women in Computing | Campus Organization September 2013 – Present

- ▶ A group of individuals who support and encourage the female presence in computing.