

THANH DAT TRAN

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Technical Skill

Languages: Java, Python, C++, Dart, HTML, JavaScript, Groovy

Technologies: Flutter, Springboot, Flask, Git, Firebase, Google Cloud, Jenkins, MySQL, Linux, Docker, Jira

Education

MONASH UNIVERSITY

Bachelor Degree in Computer Science

Melbourne, Australia

Feb 2022 – Nov 2023

DE ANZA COLLEGE

Associate Degree To Transfer in Computer Science

California, United States

Jun 2018 - Jun 2021

Experience

NASDAQ

Software Developer Internship

Sydney, Australia

Dec 2022 – Sep 2023

- Joined the development of Jenkins pipelines for APAC, NSAC, and EMEA regions by automating CI/CD processes for 5,000 brokerage houses and ensuring efficiency deployed in AWS.
- Optimized data transfer efficiency by 35% between servers through the implementation of command-line tools; established environments for Docker container deployment in both development and test environments.
- Built and maintained back-end Java projects for creating or getting the participant market entity to allow developers write an alert that detects a particular pattern of trading.

GAOTEK INC

Software Developer Internship

Melbourne, Australia

Jul 2022 - Oct 2022

- Designed a frontend that tracks and monitors mobile-app using Kotlin and Bluetooth Low Energy, showcasing strong Kotlin proficiency and contributing to enhanced tracking solutions that support 2000 users.
- Developed a backend web API hosted on Google Cloud Compute, enabling seamless frontend access to a MySQL database for performing Create, Read, Update, and Delete operations on user information.

Projects

UME TALK

Personal Project

- Developed a mobile chat application using Flutter, Firebase, implementing real-time messaging, user authentication, user metadata, and low-latency optimization by message caching.
- Deployed message notifications system built in Node.js via Google Cloud.

MELLOWSIK

Personal Project

- Built UI for a mobile music streaming app using Flutter, Git, with a song recommendation system, streaming functionality, accessed to a self-host database.
- Developed a web API using Spring Boot, dynamically generating song recommendations for users based on their listening preferences.
- Engineered the backend to actively serve data for 1000 songs, employing the Round Robin algorithm to optimize user access by efficiently distributing requests across multiple databases.

DIGITAL DINING

Group Project

- Designed a web application for customer orders and receipt printing from scratch, utilizing Java Websocket, HTML, and JavaScript while adhering to OOP principles, and implemented automated bill calculations for each order.
- Implemented automated bill calculations for each order assigned to each waiter.

Activities

Hult Prize Vietnam (2018), BayCodeDay San Francisco (2019), Zalo AI Challenge(2020)