NGUYEN TRAN

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Education

University of Rochester

Dec 2025

Bachelor of Science (B.S) in Computer Science - GPA: 4.00

Rochester, NY

• Coursework: Database Systems, Data Structures & Algorithms, Artificial Intelligence, Computational Systems

Technical Skills

Languages: Java, Python, JavaScript, SQL (PostgreSQL), TypeScript, C, HTML/CSS, PHP, Golang

Frameworks: React.js, Springboot, Node.js, Express, Firebase, Rest APIs, Gin

Tools and OS: Git, MongoDB, Docker, Redis, Kubernetes, Amazon Web Services (AWS), Windows, Linux

Working Experience

Beetsoft
Software Development Engineer Intern

Jul 2023 - Aug 2023

• Implemented the API for "Golden Hours" function that increase revenue by 35% for a voting system using Springboot

- Streamlined the CI/CD process by building 18 graphs using Grafana integrating Prometheus, Docker, and SonarQube
- Deployed a notification scheme for the system, saving ~\$1,000 in server costs by using JHipster, Angular, and Postman
- Added the countdown and voting instruction feature for mobile view reaching 500,000+ users by Angular & TypeScript

FPT Information System

May 2023 - Jul 2023

Software Engineering Intern

Hanoi, VN

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- Upgraded 2 API modules in base API repository of 40+ projects by PHP & PostgreSQL in Linux operating system
- Improved test coverage to 100% by performing unit testing for ~ 30 API endpoints using Golang and Gin framework
- Designed the database schema for an internal time tracking tool using by 100+ employees in the company using SQL
- Set up Gitlab version control for a team of 5, gained exposure to Docker & Kubernetes, and engaged in Scrum activities

University of Rochester

Oct 2022 - May 2023

Undergraduate Research Intern

Rochester, NY

- Collaborated in a team of 10 assisting Professor Alex Iosevich on a project to optimize locations of charging stations
- Explored & researched usage of reinforcement learning libraries (RLLib) and ML framework Tensorflow for the problem

Hajim School of Engineering

Sep 2023 – Present

 $Teaching\ Assistant$

Rochester, NY

- Courses: Database Systems (Spring 2024) and Data Structures and Algorithms (Fall 2023)
- Managed instructions for 100+ students and led ~ 28 Agile-drive full-stack projects using HTML, CSS, PHP, MySQL

Projects

PDF Chatbot (Github)

Aug 2023 – Nov 2023

- \bullet Composed the application UI with React in TypeScript and migrated AWS S3 to store 50+ PDF files for the chatbot
- Engineered the chatbot feature by applying LangChain & OpenAI embedding store in PineconeDB of 1,500+ dimensions

GeoGPT (Github)

Jul 2023 – Aug 2023

- Produced an automated travel plans generator website using Node.js, Express.js, and OpenAI API (GPT-3.5) backend
- Delivered a responsive and interactive world map of more than 250 countries using React.js, Leaflet.js, and GeoJSON

SportsReddit (Github)

Aug 2022 - Dec 2022

- Built a Reddit-like API for sports using Python, FastAPI, and PostgreSQL that support post, vote, comment, react
- Created unit tests for different features and RestAPI endpoints using Pytest, improving unit tests coverage to 80%

Campus Involvement

The Learning Center at UofR

Jan 2023 – Present

Tutor and Study Group Leader

Rochester, NY

• Improved grades by 20% for 25+ students through 8 weekly 1-1 Computer Science tutoring sessions and study groups with 15+ students in Discrete Math, covering over 20 concepts such as induction, combination, graphs, and algorithms

Google Student Developer Club (GDSC)

Sep 2022 – Present

Technical Lead

Rochester, NY

• Devised 6+ events with Tech Team about teaching new skills or presenting GDSC projects, attracting 1,000+ people

• Mentored and guided about 20 GDSC members throughout the projects and addressed concerns relevant to the process