David Tran

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EDUCATION

Honors in Computer Science (HBsc.), Honors in Mathematics (HBsc.)

London, ON, Canada

September 2020 - April 2025

- GPA: 4.0/4.0; Cumulative Average: 96%; Highest standing in Computer Science at Western University (1/300)
- RBC Scholarship in Data Science (\$25000, 1 of 5), National Undergraduate Student Research Award (\$8400)
- 1st place from Western University in the International Collegiate Programming Contest (ICPC) NA Qualifier (2021, 2022)
- President of Western Competitive Programming, Western AI Project Director
- Coursework: Operating Systems, Distributed Systems, Networks, Computer Architecture, Compilers, Systems Programming, Algorithms, Real/Complex Analysis, Abstract Algebra, Group Theory, Machine Learning, Game Theory, Parallel Programming, Statistics, Linear Algebra

TECHNICAL SKILLS

Western University

Languages: C++, C, Python, Java, TypeScript/JavaScript, Rust, SQL, Haskell

Skills: pandas, NumPy, PyTorch, SQLite, Firebase, Matplotlib, Qt, SDL, Anchor, React, Node.js, Express.js, AWS

EXPERIENCE

Western University

London, ON, Canada

Mathematics/Computer Science Researcher

September 2023 - April 2024

• Studying quantum error-correcting with operator algebras, supervised by Dr. Masoud Khalkhali

Snowflake

San Mateo, CA, USA

Software Engineer Intern

May 2023 - September 2023

- Added profiling to the execution platform for operator-level performance statistics to diagnose causes of slow query execution and inefficient query compilation (C++)
- Developed a static-analysis code refactoring tool and a corresponding Jenkins build pipeline to remove stale feature flags and dead code throughout the Java codebase, reducing current and future technical debt (Java)
- Created an application to estimate potential impact of performance improvement ideas over different Snowflake workload dimensions using query compiler and execution platform performance data (Python, SQL)

Brain and Mind Institute

London, ON, Canada

 $Computational\ Neuroscience\ Researcher$

March 2022 - April 2023

- Designing a novel ML model for generating functional parcellations of the cerebellum from low signal-to-noise fMRI data
- Researching hidden Markov model training algorithms, Bayesian unsupervised learning, approximate inference problems
- Implemented and optimized training algorithms on CUDA GPUs using PyTorch, reducing runtimes by 23%
- Awarded an \$8400 Undergraduate Research Award from NSERC, a national award for research in Canada

Solana Labs

San Francisco, CA, USA

Software Engineer Fellow (MLH)

June 2022 - August 2022

- Deployed a smart contract for whitelisting transactions on the Solana blockchain using Anchor and Rust
- $\bullet \ \ {\rm Reduced\ deployment\ cost\ by\ 50\%\ by\ designing\ a\ data\ structure\ that\ is\ 2x\ as\ space-efficient\ using\ program-derived\ addresses}$

Open-Source Contributions

MathJS ♥ | JavaScript, TypeScript

- Contributor to MathJS, the most popular JavaScript math library with approximately 1.7 million downloads per month
- Implemented a fix for LaTeX parsing algorithms, with test cases to increase testing code coverage to 94% using TypeScript

ManagarmOS $\bigcirc \mid C++$

- Contributor to the Managarm Project, a microkernel-based operating system with 1000+ stars
- Fixed parts of the C++ Standard Library, a crucial component used across the entire 100,000+ LOC project

Projects

davOS \bigcirc | C, C++, x86 Assembly

- A monolithic POSIX-compliant operating system built from scratch supporting the Intel x86_64 architecture
- Implemented a physical and virtual memory manager using protected paging, free lists and an LRU page-replacement policy
- Uses a multi-threaded kernel with asynchronous event-handling to support process multitasking

QtBoy \bigcirc | C++, GBZ80 ASM, Qt, SDL

- Reverse-engineered Nintendo's hardware docs to build a Game Boy emulator, disassembler, debugger, and memory analyzer
- Wrote GBZ80 assembly programs to test the CPU, GPU, audio processing unit, timing, and display components
- Optimized frames-per-second performance by 100% by using multi-threading and detecting inefficiencies using perf/Valgrind

OTHER