

Son Tran

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EDUCATION

- **University of California, Berkeley – Expected Graduation: Dec 2020** Berkeley, CA
Bachelor of Science in Electrical Engineering and Computer Science; GPA: 3.925 *Aug 2018 – Present*
 - Honors: HKN-IEEE Honors Society Member - Selected as top 25% of junior-standing EECS students by GPA
 - CS Coursework: Data Structures, Algorithms, Artificial Intelligence, Convex Optimization
 - EE Coursework: Machine Structures, Designing Information Systems, Signals and Systems, Robotics

RELEVANT EXPERIENCE

- **Computer Science Mentors Group** Berkeley, CA
Electrical Engineering Mentor *Jan 2019 – Present*
 - Working with 5+ senior mentors to create new worksheets and help 5+ junior mentors in teaching
 - Taught electrical engineering materials to 4+ students in a small group discussion
 - Prepared 50+ lectures and notes for my discussions
- **UC Berkeley Electrical Engineering and Computer Sciences** Berkeley, CA
Academic Intern for CS 61A *Jan 2019 – May 2019*
 - Supported 30+ CS 61A's student in labs and office hours each week
 - Guided students through programming paradigms including procedural programming (Python), functional programming (Scheme), and declarative programming (SQL) by lecturing and solving sample exam-level questions
- **NASA Jet Propulsion Laboratory (JPL), California Institute of Technology** Pasadena, CA
Student Independent Research Intern Program *Feb 2018 – May 2018*
 - Used Kafka Streams framework and Java to implement a streaming application that can process real-time data collected from the Deep Space Network

RESEARCH EXPERIENCE

- **UC Berkeley Electrical Engineering and Computer Sciences, SWARM Lab** Berkeley, CA
Undergraduate Research *May 2019 – Present*
 - Supporting graduate students design and test micro jumping and swimming robots
 - Developing and testing novel electrostatic rotational gap-closing actuators and micro-motors
- **California State University, Fullerton** Fullerton, CA
Undergraduate Research Experience *Jun 2018 – Aug 2018*
 - Used Apache Spark running on Hadoop to implement and test different multi-class classification algorithms

PROJECTS

- **CPU**
Designer and Maker
 - Designed and implemented a 32-bit two-cycle processor using Logism based on RISC-V
 - Used only logic gates and basic circuit elements such as multiplexers to build an arithmetic logic unit and a control unit
 - Implemented a two-stage pipeline by adding necessary registers
- **Deep Space**
Designer and Programmer
 - Designed and implemented a 2D tile-based world exploration game
 - Used graphical and text-based tiles to generate a world that users can explore by walking around and interacting with objects in that world
 - Developed an algorithm that randomly generates connected rooms in a maze for each level of the game

SKILLS

- **Programming Languages:** Java, Python, C++/C, SQL, Scala, JavaScript, bash (shell scripting), PHP
- **Technologies:** NumPy, SciPy, UNIX (Linux, macOS), Git, Apache Spark, Apache Hadoop, Apache Kafka

EXTRACURRICULAR ACTIVITIES

- **Electrical and Computer Engineering honor society** Berkeley, CA
Member *Feb 2019 – Present*
 - Helped to prepare materials for a DeCal class, Going Down the EECS Stack