

Sophie Tran

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EDUCATION

The University of Texas at Austin

Master of Science in Data Science

Austin, TX

Dec 2027

The University of Texas at Dallas

Bachelor of Science in Computer Science

Richardson, TX

May 2025

EXPERIENCE

Comerica Bank

Software Developer Intern

Frisco, TX

May 2025 – Aug 2025

- Designed, implemented, tested, and deployed Salesforce enhancements via Copado, promoting 10+ features and bug fixes across Development, SIT, UAT, and Production environments with zero rollback incidents.
- Developed and optimized solutions on the Salesforce/Converge platform, including complaint handling automation, Salesforce Flow conversions, and user access control improvements.
- Tracked and delivered JIRA stories through the full SDLC, applying agile principles to improve delivery efficiency and quality.
- Collaborated with product managers, QA engineers, and business stakeholders to define requirements and deliver customer-ready features on schedule.

PROJECTS

Grader Assignment System | HTML, CSS, TypeScript, React.js

Jan 2025 – May 2025

- Developed a web application to automate grader assignment process by reducing manual tasks across fragmented systems for university hiring managers by 70%.
- Designed intuitive page layouts with features for grader-course matching and iteratively refining UI to enhance usability and transparency.

Custom Shell Program | C, Linux

Mar 2024

- Developed a Linux-compatible shell interpreter in C supporting command execution, built-in commands, and interprocess communication via pipes.
- Enabled multi-process piping, command history, and execution of external programs without dependencies on high-level shortcuts.

Scaffold: Reinforcement Learning for Controlled Agent Behavior | AI/ML, Unreal Engine

Aug 2023 - Dec 2023

- Conducted applied research in machine learning by developing a simulated airplane environment using Proximal Policy Optimization (PPO) algorithms and reinforcement learning in Unreal Engine.
- Designed and implemented an artificial intelligence system using point-based rewards to shape agent behaviors by reinforcing positive actions and discouraging negative actions.

TECHNICAL SKILLS

Languages: C, C++, CSS, HTML, Java, JavaScript, SQL

Frameworks/Libraries: Node.js, React.js, Unreal Engine

Tools/Platforms: Git, GitHub, JIRA, Bitbucket, Salesforce, Copado, Figma

Methodologies: Agile, Scrum

Operating Systems: Linux, MacOS, Windows