

# 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, Tailwind.css

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

**Methodologies:** Agile, Scrum

**Operating Systems:** Linux, MacOS, Windows