Hung Tran

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Education

Bachelor of Science, Computer Science. GPA: 4.0 **Aug 2020 – May 2024**
University of Colorado Denver – Denver, CO.

Courses: Theoretical Foundations of Computer Science, Artificial Intelligence, Computer Networks, Software Engineering, Cyber and Infrastructure Defense, Virtual and Augmented Reality, Data Structures & Algorithms, OOP, Database System

Programming Skills: Python, C#, C++, C, PHP, SQL, Java, JavaScript.
Other: Tensorflow, AWS, Linux, Git, HTML/CSS, React, Node.js, MongoDB, tailwindcss, Logic Circuit Design, Vietnamese.
Certificate: Cybersecurity and Secure Computing - University of Colorado Denver

Experience

Gaming Laboratories International – Wheat Ridge, CO. **May 2023 – Aug 2023**
Software Engineer Intern
Engaged in the development of diverse applications for slot machines and iGaming.

- Developed a test script application that significantly improved efficiency by automating LAN-based machine testing, resulting in a reduction from 80 hours in manual labor to just 3 hours, leading to substantial time and cost savings for the organization **(C++)**
- Led a team of 3 interns while leveraging image processing technology to design an application for location and IP verification in field testing, enhancing the accuracy and reliability of location-based services. This application significantly optimized data collection during field testing, resulting in both cost reductions and a notable increase in efficiency **(Python)**
- Implemented image processing applications to streamline iGaming testing processes, ensuring higher quality and accuracy in game testing **(Python)**

Projects

StellarXplorers: National Space Competition

- Led a team of 6 to the final round of a National Space Design Competition, showcasing exceptional leadership and project management skills by effectively managing the team's progress throughout the competition
- Developed and implemented **Python** programs for complex calculations, contributing to the team's success
- Effectively communicated with team members and judges, exhibiting excellent collaboration and presentation skills
- Demonstrated expertise in determining orbits, selecting launch vehicles, and developing other crucial components required for various tasks and missions, highlighting the ability to think critically and creatively

ArtifyAI: A Social Media Platform for AI-Generated Art

- Developed a mid-journey clone project that allows prompt-based generation of AI art and sharing of AI-generated art with the community through an implemented social media platform
- Utilized **OpenAI API**, **React**, **Node.js**, **MongoDB**, **tailwindcss**, and other technologies to design and develop front-end and back-end components
- Successfully deployed the project to a production environment, ensuring smooth functionality and user experience

PC Builder Simulator: A Tool for Building Custom Computer

- Created a PC-building simulator with **C++**, featuring an intuitive interface that emulates the computer-building process
- Employed object-oriented programming principles to improve program structure and maintenance
- Implemented error-handling features that ensure the proper compatibility of selected components
- Provides detailed information on technical specifications and performance benchmarks
- Helps users make informed decisions based on cost and performance
- Developed a detailed report feature that breaks down costs, specifications, and performance metrics