

THOMAS TRAN

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EDUCATION UNIVERSITY OF CALIFORNIA, SAN DIEGO | Class of 2020

Current Major: Cognitive Science with Specialization in Human Computer Interaction

Minor: Computer Science & Engineering

GPA: 3.7

CODING PROJECTS

CS PROJECTS | Mar 2017 - Current

- Implemented various data structures including hash tables, linked list, doubly linked lists, heaps, and binary search trees for
- Programmed make files and ANT files to automate compiling processes
- Built Intranet housing tools to access vast drug databases at CALIBR

Current Projects | Mar – March 2017

- Food Finder: Using Yelp Developer API, a randomizing app to both enhance the eating experience using technology, while making decisions when you can't
- VR Club Projects: Tactical space RTS game, which combines VR and AR to create and immersive multiplayer experience

Website | 2017 – Current

- Designed and built my personal website

COMPUTER CARD GAME | Apr – May 2016

- Programmed Java game based on Blizzard Entertainment's Hearthstone

EXPERIENCE CALIBR, Software/Web Dev Intern | Jun – Current

- Programmed calibration software for robotic systems responsible for ultra high throughput screening.
- Built and maintains Intranet currently used to navigate and fetch data from CALIBR's extensive drug databases

CALIBR, Data Analyst Intern | Jun – Sep 2016

- Maintained and calibrated robotic systems responsible for incubation and ultrahigh throughput screening for pharmaceutical drug testing
- Responsible for quality assurance checks across various documents necessary for machine calibration and functioning
- Used Solid Works to 3D print replacement machine parts

MOUNT CARMEL HS ROBOTICS CLUB | Sep 2012 – Jun 2016

SKILLS, INTERESTS

Proficient: Java, Python, VBA (Excel), Eclipse, (g)Vim, Unix

Experienced in: C Sharp, ARM, Ruby, Django, HTML, CSS, Bootstrap, Jinja, Ruby on Rails, PostgreSQL, JavaScript

INTERESTS: Parkour, Trombone, Cooking, League of Legends, Snowboarding, Personal Engineering Projects (Raspberry Pi)