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 2017 - current

- 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

-2D Rogue Survivor: 2D RTS created using Unity Game Engine. Players must traverse procedurally generated levels with a finite amount of food.

Website | 2017 – Current

-Designed and built my personal website

Computer Card Game | Apr – May 2016

- Programmed Java game based on Blizzard Entertainment's Hearthstone

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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 for machine calibration and functioning

UC San Diego Hackathon | September 2017

- VR Club attendee: Event Horizon, a AR and VR based multiplayer game.

Mount Carmel Robotics Team | Sep 2012 – Jun 2016

SKILLS, INTERESTS

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

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

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