

# Tommy Tran

Mathematics-Computer Science Major

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## EDUCATION

### University of California, San Diego: Mathematics-Computer Science, B.S

September 2018 - Present

3rd Year Student

GPA: 3.6/4.0

Expected Graduation: June 2022

## RELEVANT COURSES

### Computer Science Courses:

CSE 30 - Computer Organization and System Programming

CSE 100 - Advanced Data Structures

CSE 101 - Design & Analysis of Algorithm

CSE 105 - Theory of Computation

CSE 110 - Software Engineering

CSE 130 - Programming Lang:Principal & Paradigm

### Cognitive Science Courses:

COGS 118A - Supvr/Mach Learning Algorithms

COGS 108 - Data Science in Practice

### Math Courses:

Math 20E - Vector Calculus

Math 18 - Linear Algebra

Math 183 - Statistical Methods

Math 109 - Mathematical Reasoning and Discrete Math

## LINKS

<https://www.linkedin.com/in/tommy-tran-20210b177/>

<https://github.com/tommytran8>

<https://tommytran8.github.io/website/>

## SKILLS & LANGUAGES

Javascript, Html5, CSS, Bash, Github, NodeJs

Academic Experience with: Haskell, C++, C,

Java, Python, Assembly, Docker, Pandas,

NumPy

## PROJECTS

1. **DailyAnime (April 2021)** - Website that categorizes the current seasonal Animes by the day that they broadcast. This project was to help me learn about web-scraping, NodeJs, Bootstrap5 for css, and noSQL databases with Heroku and MongoDB. In this project I webscraped from the website MyAnimeList to receive the data and stored the data on MongoDB.
2. **Web based Pomodoro Timer (January - March 2021)** - group project in the CSE 110 course. Course focuses on team development, agile methods, and use of tools such as IDE's, version control, and test harnesses. My primary role in the project was to design and build the 3 of the 6 pages, build custom components, and develop the CI/CD pipeline with Github Actions workflows. For the 3 pages I also made unit and UI tests with the testing tools within the pipeline. I also learned how to utilize APIs to provide more accessibility for users.
3. **GuessandDraw (November 2020)** - Web based Pictionary like game to familiarize myself with using servers, Node.js and Socket.io. Contains real-time communication between clients connected to the server when drawing and chatting.
4. **Built Programming Language (October - December 2020)** - Built Basic Language called Nano Language using Haskell for a final project that could do lambda calculus computation and operator operations. Uses fundamentals such as inheritance and polymorphism.
5. **Several Mini-Projects (June - September 2020):** A\* path search algorithm, Sudoku, Snake, Pong Game, and Calculator - projects to familiarize myself with javascript, html, and css. Utilizes search and backtracking algorithms and certain data structures.