# Tommy Tran

Mathematics and Computer Science Major

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## EDUCATION

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

September 2018 - Present

3rd Year Student
GPA: 3.59/4.0
Expected Graduation: June 2022

## RELEVANT COURSES

**Computer Science Courses:**
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

## LINKS

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

https://github.com/tommytran8

https://tommytran8.github.io/MyMiniProjects/

## SKILLS & LANGUAGES

Python, Javascript, Html5, CSS, Linux, Github, Pandas, NumPy, NodeJs

Academic Experience with: Haskell, C++, C, Java, Assembly, Docker

## PROJECTS

1. **Nano Language** - Built Basic Language using Haskell that could do lambda calculus computation and operator operations. Uses fundamentals such as inheritance and polymorphism.

2. **Web based Pomodoro Timer** - group project currently being worked on in my Software Engineering course. Course focuses on team development, agile methods, and use of tools such as IDE's, version control, and test harnesses.

3. **Data analysis on health inspectors' workload** - project as a final for my Data Science course that highlights use of data visualization, data cleaning, and data analysis.

4. **Guessdraw.io** - 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.

5. **Web based A\* path search algorithm, Sudoku, Snake, Pong Game, and Calculator** - projects to familiarize myself with webapi, javascript, html, and css. Utilizes search and backtracking algorithms.

6. **Python application for A\* path search algorithm, Sudoku, Snake and TicTacToe** - projects to familiarize myself with tinker and pygames to develop interactive GUIs in python.