Jack Tran

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EDUCATION

UC San Diego   San Diego, CA

Bachelor of Science in Computer Engineering   *Expected June 2024*

PROJECTS

San Diego ZooSeeker App | *Android Studio and Java*   March 2022 – June 2022
- Developed an Android app that generates a step-by-step guide for users to navigate to their favorite exhibits while in the San Diego Zoo
- Led a team of 6 members in an **Agile software process** and applied **Behavior-Driven Development**
- Coordinated the team's weekly stand up meetings, three-weeks sprints and one-on-one meetings
- Worked on code review to ensure basic object-oriented designs and gained experience on implementing design patterns: **Strategy, Adapter, Observer, Model-View-Presenter**
- Implemented **JUnit and object mocking** to increase test coverage by 80% of the mobile application

Workout Planner | *HTML, CSS, and JavaScript*   February 2022 – March 2022
- Developed an application for users to log their workouts and track their progression
- Workout data is integrated to be saved to local storage
- Learned basic **HTML, CSS and JavaScript** to implement a simple UI

HIV Trace | *C++*   January 2022 – March 2022
- Integrated an API of a Graph to find transmission clusters and help prevent the spread of a virus
- Programmed using **Djikstra's, Kruskal's Algorithm and BFS** to traverse between nodes to find the shortest path given a certain threshold
- Developed using C++ and utilized data structures such as priority queues, custom comparators, disjoint sets, and map

EXPERIENCE

Student Intern   June 2019 – August 2019

Visual Machines Group   *Los Angeles, CA*
- Developed introductory modules to explain computer vision technology to children in underrepresented areas
- Gathered the professor's class notes and transcribed using LaTeX
- Led other undergraduates and high school interns to brainstorm and implement ideas for the AI introductory module

RELEVANT COURSEWORK

Software Development, Algorithm and Systems Analysis, Advanced Data Structures, Digital Design Techniques, Discrete Mathematics, Linear Algebra, Computer Organization and Systems Program

TECHNICAL SKILLS

Languages: Java, C++, C, Python, Assembly, LaTeX, JavaScript, System Verilog
Technologies: Android, HTML, CSS, Node.js, React, MongoDB
Developer Tool: Android Studio, GitHub, GitHub Actions CI, JUnit, Espresso, Robolectric, ZenHub, MATLAB, Bash, Git, Vim, Intel Quartus
Techniques: Agile software process, Behavior-Driven Development, Mobile software development, Unit Testing