Teddy Tran

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github.com/ttran428

Education

University of California, Berkeley | May 2020 GPA: 3.75/4.0

- Bachelor of Arts in Computer Science
- Completed Coursework: Data Structures, Efficient Algorithms, Computer Architecture, Computer Security, Convex Optimization Models and Applications, Discrete Mathematics and Probability, Linear Algebra
- Fall Coursework: Artificial Intelligence, Machine Learning, Probability and Random Processes

Experience

Illumio | Software Engineering Intern *June 2018-August 2018*

- Designed a REST API to allow users to squelch/hide network traffic flows from Illumination map to deal with information overload
- Compressed overlapping rules when storing data in Redis to accelerate lookup speed and saved memory
- Converted workload based squelching to a label based system to increase scalability

Berkeley Institute of Data Science | Undergraduate Researcher *June 2017-Present*

- Engineered an OSS DevKit to increase efficiency for open source contributors to scikit-image
- Developed a command line interface for Github for manipulating pull requests using Python libraries such as Click and PyGithub to improve command line workflow and using Travis CI for continuous integration testing

UC Berkeley Sociology Department | Data Science Developer *June 2017 -October 2017*

- Integrated a data science project into Sociology 130AC course using Jupyter Notebooks, NumPy and pandas
- Analyzed social disorder in nearby census tracts by crowdsourcing student data using simple linear regression

UC Berkeley EECS Department | Tutor/Reader *January 2018-Present*

- Help students on concepts and grade homework for CS170 (Efficient Algorithms) and CS70 (Discrete Math)

Projects

File Share *(Python)*

- Devised a secure file storage client using a malicious storage server and trusted public key server that features file sharing with other users and permission revocation
- Implemented Merkle tree data structure to store file to allow for efficient updates on modified files

BearMaps *(Java)*

- Constructed the back end of an app to compute the best path between Berkeley locations using A* algorithm
- Built an image rastering class implemented by a QuadTree to adjust to user's preference of map magnification
- Generated the underlying map of Berkeley by using a SAX parser to storing possible routes into a graph

Num-C *(C)*

- Optimized a naive implementation of NumPy that sped up matrix operations 50x compared to a using SIMD, OpenMP, loop unrolling, and other performance techniques

Extracurricular Activities

Cal Table Tennis | Head Coach, Silver Medalist Collegiate Team in USA *Aug 2016 – Present*

- National Men's Doubles Champion, North American Team Champion, National Collegiate Regional Champion

Upsilon Pi Epsilon (CS Honors Society) | Industrial Relations Officer *May 2018 – Present*

Skills

Languages and Tools: Python, Java, C, Ruby, SQL, Git, Redis, HTML/CSS/Javascript