Thi Thuy Trang Tran

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EDUCATION

University of Oklahoma *Norman, OK*
B.S., Computer Science *2022 – Expected 05/2024*
- GPA: 4.0/ 4.0
- Relevant Coursework: Programming Structure and Abstractions, Math Discrete, Linear Math, Data Structure, Software Engineering, Artificial Intelligence
- President's Honor Roll List in 2020, 2021, 2022

WORK EXPERIENCE

Center of Earth Observation and Modeling (CEOM) *Norman, OK*
Software Developer Intern *09/2022 – Present*
- Working with a team to extend existing features and maintain the website serving **5000+** users
- Implemented optimizations that reduced page load time by **50%,** improving the user experience and increasing user engagement

Freshman Engineering Project Experience *Norman, OK*
Teaching Assistant *09/2022 – 12/2022*
- Assisted the professor with creating and delivering materials in engineering and computer science field
- Provided a guidance to students, resulting in an **80%** increase in students achieving a grade of B or above
- Facilitated hands-on learning opportunities to enhance students' understanding of the engineering design process and computer science principles

Paycom Summer Engagement Program *Oklahoma City, OK*
Participant *08/2022 – 09/2022*
- **1 of 150** selected students participated in the training program
- Practiced and obtained a solid understanding of software development by using React, PHP, JavaScript, SQL

PROJECTS

CEOM Website | Python, JavaScript, jQuery, Docker, Django *09/2022 - Present*
- Designed and implemented multiple searching, downloading, and uploading data features to enhance user satisfaction, resulting in a **90%** increase in user convenience
- Developing a Global Geo-Referenced Field Photo Library, allowing users to easily share, visualize, and analyze geo-referenced photos from various locations using Map API, JavaScript, Python, and Django

Smart Brain | HTML, CSS, JavaScript, React *06/2022 – 07/2022*
- Created a responsive web application to detect faces in a picture provided by users through URL of image
- Utilized Clarifai API to recognize faces from submitted images

Nonogram Player | Java *05/2022*
- Built a program that creates puzzles from binary images using Java
- Implemented Model-View-Presenter pattern to design and develop the application
- Utilized JavaFX to design and implement the UI application that allows users to play the puzzles

SKILLS

- **Languages:** Python, Java, C++, HTML, CSS, JavaScript, jQuery
- **Technical:** Django, React, Bootstrap, GitHub, Visual Studio Code, Docker, PostgreSQL

LEADERSHIP

Dean Leadership Council
Mentor
- Mentored a group of 15 freshmen engineering students, fostering their involvement with the college of engineering, and increasing their engagement in extracurricular activities