

# Trang Tran

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## EDUCATION

<b>University of Oklahoma</b>	Norman, OK
<ul style="list-style-type: none"><li>B.S., Computer Science – GPA: 3.97/4.0</li><li>Relevant Coursework: Linear Algebra, Data Structure, Software Engineering, Machine Learning, Artificial Intelligence, Algorithm Analysis, Operating Systems, Computer Security</li><li>President’s Honor Roll List in 2020, 2021, 2022, 2023</li></ul>	Expected 05/2024

## WORK EXPERIENCE

<b>Hobby Lobby</b>	Oklahoma City, OK
Backend Software Developer – Intern, Part-time	05/2023 – Present
<ul style="list-style-type: none"><li>Developed a CSV file import/export feature, enabling efficient bulk updates of <b>hundreds to thousands</b> of products</li><li>Designed and integrated microservices into the company's ECommerce ecosystem</li><li>Wrote Spring Boot microservices and APIs to fulfill business needs, including tax-exempt application, Algolia indexing and search functionality</li><li>Refactored code for wishlist management and email notifications microservices, enhancing overall system</li><li>Troubleshoot and resolved bugs to ensure system stability and overall performance enhancement</li><li>Technology using: Java, Spring Boot, AWS, MySQL, Algolia, Microservices, RESTful API</li></ul>	

<b>University of Oklahoma – Three Sigma Lab</b>	Norman, OK
Undergraduate Researcher – Part-time	05/2023 – 05/2024
<ul style="list-style-type: none"><li>Processed and analyzed fMRI, EEG data using Python and various packages to validate hypothesis and uncovering new insights including prediction of brain’s high-order functional connectivity and energy landscapes to yield a better prognostic marker for treatment planning of brain tumor patients</li><li>Applied statistical techniques and machine learning to identify meaningful patterns and correlations within the fMRI and brain tumor data</li><li>Technology used: Python, PsychoPy, NumPy, Pandas</li></ul>	

<b>Center for Earth Observation and Modeling (CEOM)</b>	Norman, OK
Software Developer (Part-time)	09/2022 – 12/2023
<ul style="list-style-type: none"><li>Worked with a team of three to extend existing collecting data features and maintain the website serving <b>5000+</b> users</li><li>Designed and implemented searching, downloading, and uploading geographical data and photo features to enhance user satisfaction, resulting in <b>1000+</b> new registrations in a year</li><li>Developed a Global Geo-Referenced Field Photo Library, allowing users to easily share, visualize, and analyze geo-referenced photos from various locations</li><li>Technology used: HTML, CSS, JavaScript, jQuery, Python, Django, Docker, PostgreSQL</li></ul>	

<b>University of Oklahoma – Freshmen Engineering Project Experience Course</b>	Norman, OK
Teaching Assistant – Part-time	09/2022 – 12/2022
<ul style="list-style-type: none"><li>Assisted the professor with creating and delivering lectures in engineering and computer science field</li><li>Hosted office hours to provide guidance to students, resulting in <b>80%</b> of students achieving a grade of B or above</li><li>Facilitated hands-on learning opportunities to enhance students' understanding of the engineering design process and computer science principles</li></ul>	

## PROJECTS

<b>RoboClinician – Hacklahoma 2024 Project</b>	02/2024
<ul style="list-style-type: none"><li>Collaborated with a team of three to develop an AI-powered medical query platform for medical practitioners, clinicians, and students, utilizing the 7B version of Meditron from Hugging Face within 24-hour competition</li><li>Implemented user interface with HTML, CSS, and Django, providing confidential and accurate medical responses</li><li>Technology used: Python, Flask, MySQL, Large Language Model (LLM)</li></ul>	

<b>Brain Computer Interface (BCI) Game – NeuroFlap</b>	02/2024 – Present
<ul style="list-style-type: none"><li>Lead a BCI game project involving experimental design, EEG data collection, and processing data</li><li>Apply machine learning techniques to train on the collected data, translating neural signals into actions for interactive gameplay, exemplified through a custom-designed Flappy Bird game</li><li>Technology used: Python, PsychoPy, Machine Learning, OpenBCI, NumPy, Pandas, Scikit-learn</li></ul>	

## SKILLS

<ul style="list-style-type: none"><li><b>Languages:</b> Python, Java, C++, HTML/CSS, JavaScript, jQuery, SQL</li><li><b>Framework:</b> Django, Flask, Spring Boot, AWS, Bootstrap, GitHub, Docker, MySQL, RESTful API, NumPy</li></ul>
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## PUBLICATIONS

<ul style="list-style-type: none"><li>T. M. Tran, T. T. Tran, and S. Khanmohammad, "High-Order Resting-State Functional Connectivity is Predictive of Working Memory Decline After Brain Tumor Resection," <i>2024 46th Annual International Conference of the IEEE Engineering in Medicine &amp; Biology Society (EMBC)</i>, Orlando, USA, 2024 [Submitted]</li></ul>
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## LEADERSHIP

<b>Dean Leadership Council</b>	09/2022 – 12/2022
Mentor	
<ul style="list-style-type: none"><li>Mentored a group of 15 freshmen engineering students, answered their questions and assisted students in connecting with the appropriate resources for support</li><li>Introduced various extracurricular activities and student organizations, conducted tours of College of Engineering facilities to enhance students' overall experience.</li></ul>	