Victoria Tran

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Education

Northwestern University — Evanston, IL   *Anticipated Graduation in June 2024*
Bachelor of Arts (B.A.) in Computer Science, Human-Computer Interaction Certificate
GPA: 3.86
Relevant Coursework: Web Development, Human-Computer Interaction, Artificial Intelligence, Generative Methods, Data Structures and Algorithms, Design and Analysis of Algorithms, Discrete Math, Computer Systems, Fundamentals of Computer Programming Sequence (Racket, C, C++)
Awards & Honors: J.G. Nolan Endowed Scholarship, 2021 - 2022, Weinberg College Dean's List, Winter 2022, Spring 2022

Technical Skills

Languages: Python, HTML/CSS, Javascript, React, React Native, C, C++, SQL
Frameworks: Flask, NumPy
Other: Git, Firebase, Postman, Heroku, Adobe Photoshop, Adobe Illustrator, Figma

Work Experience

Technological Innovations for Inclusive Learning and Teaching Lab   *June 2022 - present*
Research Assistant   *Evanston, IL*
- Developing data-capture devices that provide educators with real-time multimodal learning analytics as part of Blinc project team
- Programmed methods to detect discussion volume level over time using Python to manipulate audio extraction data, working with natural language processing (NLP)
- Researching and implementing audio distortion methods for preserving participant anonymity

Design, Technology, and Research (DTR)   *September 2022 - present*
Undergraduate Student Researcher   *Evanston, IL*
- Student-directed research program focusing on human-computer-interaction problems
- Opportunistic Collective Experiences for Relationship Development research group member
- Developing an app that seeks to build interpersonal relationships through shared experiences

Mayfest Productions   *October 2020 - present*
Promotions Committee Member   *Evanston, IL*
- Designed mobile app interface alongside a team of software developers for student use
- Designed app UX/UI mock-ups using Figma
- Created promotional graphics and merchandise using Adobe Photoshop

Projects

Personal Website (victoriahtran.com)
- Designed and coded personal website using Figma, HTML, CSS, and JavaScript
- Used JS event listeners to enable smooth-scrolling with buttons to improve UX
- Coded color-changing buttons upon hover and click to designate current section or page
- Used Glide.js to create a carousel to showcase projects
- Added mobile device optimization using CSS media queries for accessibility

ClubHub (Northwestern Institute of Electrical and Electronics Engineers (IEEE))
- Created mobile app with a team for students to keep track of the clubs they are involved in
- Managed database containing user and club information with Firebase
- Designed and coded app user interface using React Native components and stylings
- Won IEEE's Impact Award for project with greatest potential community impact
- Assisted in user research and testing to adapt app toward student needs

Single-Player Paintball v.s. CPU
- Created a paintball game with a partner in C++ wherein the user plays against the computer
- Programmed different game states depending on user action and results
- Designed game graphics with Photoshop
- Implemented functions for randomizing the computer's actions