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: Introduction to Web Development, Human-Computer Interaction *, Introduction to Artificial Intelligence, Data Structures and Algorithms, Generative Methods *, Design and Analysis of Algorithms *, Mathematical Foundations of Computer Science, Intro to 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, Cinema 4D, Figma

Work Experience

Technological Innovations for Inclusive Learning and Teaching Lab   *June 2022 - present*
Research Assistant   *Evanston, IL*
- Work as member of the Blinc project team on developing data-capture devices that provide educators with real-time multimodal learning analytics
- 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*
- Program at Northwestern University for student-directed research groups focusing on problems centering on humans and technology
- Member of the Opportunistic Collective Experiences (OCEs) for Relationship Development project team, which is developing an app that seeks to build interpersonal relationships through shared experiences

Mayfest Productions   *October 2020 - present*
Promotions Committee Member   *Evanston, IL*
- Worked closely with a team of software developers to design mobile app interface for student use on Northwestern's Dillo Day, the largest student-run music festival in the nation
- 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 for a better UX, as well color-changing text elements upon hover to designate current section or page
- Created animated logo with Cinema 4D for site home page

ClubHub (Northwestern Institute of Electrical and Electronics Engineers (IEEE))
- Worked in a mobile-development team to design and create mobile app for students to keep track of the clubs and student organizations they are involved in
- Designed and finalized app's user interface using React Native
- 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
- Programmed and designed a paintball game in C++ wherein the user plays against the computer
- Collaborated with partner on designing graphics, programming different game states depending on user action and results, and randomizing the computer's actions