Vinh Tran

280 Broad Street • Nashua, NH 03063
(603) 943 - 6210 • vinh_tran@brown.edu

EDUCATION

Brown University Providence, RI — Expected Graduation: May 2016
Bachelor of Science in Computer Science
Cumulative GPA: 3.70 | C.V. Starr Scholar
Selected Courses:
- Software Engineering
- Data Science
- Computer Systems Security
- Linear Algebra

WORK EXPERIENCE

Change Collective Boston, MA — Summer 2013, January 2014
Software Developer Intern
- Solely handled all technical aspects of developing the first three pilots, which significantly contributed to Change Collective's $1.4M seed round and entry into Techstars.
- Extensively developed scalable mobile web applications, responsive web pages, and automated SMS/Email systems used for self-improvement tracking and content delivery in Node.js.
- Contributed influential ideas regarding long term product vision and UX design.

Brown University Providence, RI — January 2014 - Present
Teaching Assistant, CSCI0320: Introduction to Software Engineering
- Held hours to answer questions about basic software engineering in the context of Java.
- Hosted labs aimed at giving students practical exposure to tools and libraries.
- Reviewed and graded large biweekly programming projects.

Google Inc. New York City, NY — Upcoming Summer 2014
Software Engineering Intern

SKILLS

Programming Languages: Javascript, Java, Python, C, Racket
Web Stack: Node.js, Express.js, MongoDB/Mongoose, JQuery, Less.js, EJS
Tools: Vim, Tmux, Git, Heroku, Eclipse, Photoshop
Languages: English, Vietnamese (Spoken)

PROJECTS

LaunchDrop (HTML, CSS, Node.js, MongoDB)
- Implemented a web application and platform that allows for users to instantly deploy front end code to a unique persistent URL via their Dropbox without a single line of server code.
- Configured a file-hosting layer that piped files from Dropbox directly to the user eliminating the need for a separate FTP server.
- Project lead in a team of three others, and built in twenty-four hours at Y-Hacks.

MapRacer (Java)
- A 2D racing game that allows a user to race anywhere in the world, point-to-point open world on top of real satellite images.
- Uses OpenStreetMap for road data and Google's Static Maps API for imaging.
- Implemented the satellite imaging and graphics, the high-scores server and the majority of the user interface, in a group of three others

Selected Course Projects
- Map directions with real time traffic information and a user interface. (Java)
- Twitter sentiment analysis using machine learning classifiers. (Python)
- Basic acoustic cryptanalysis. (Python)

AWARDS

Best Use of SendGrid and Embed.ly API; DowncityJS Hackathon (2013)
Nashua High School North Salutatorian (2012)
R.I.T. Computing Medal Award (2011)

INTERESTS

Film photography, classical guitar, art history, and information aesthetics.