Walt Tran
Software Engineer

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WORK EXPERIENCE

Mobile Software Engineer
Ensenta

06/2017 – 08/2017
Online Check Deposit company.
Achievements/Tasks

- Worked on Ensenta's newest mobile app. Allows people to take picture of checks to deposit money.
- Target both iOS / Android phones. Experienced with designing for both iOS and Android
- Daily scrum every day to talk about future plans and any potential block issues with other team members.
- Helped the company pushed the app to MVP stage.
- Implemented code to meet OWASP standard for financial technology applications.

Contact: *David Lundgren*

Software Engineer Intern
McKesson

06/2016 – 08/2016   *Emeryville, USA*
Healthcare Technology company
Achievements/Tasks

- Worked on data platform. Help reduce HTTP calls to server by using server notifications to client instead of long polling.
- Enable server side pushs using Kafka/SignalR C#.

Contact: *Patrick Ford*

Research Assistant
University of California, Davis

12/2013 – 05/2014   *Davis, CA*
Research Assistant for a phD student who works under NASA.
Tasks/Achievements

- Programmed in LabView to help automate optical devices with computers.
- Manufactured mounts for the optical devices to allow more movement
- Emailing and calling the manufacturer of the optical device to learn about the functionalities.
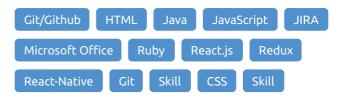
EDUCATION

Electrical Engineering
UC Davis

09/2012 – 12/2015   *Davis, CA*

SKILLS & COMPETENCES

`Git/Github` `HTML` `Java` `JavaScript` `JIRA`
`Microsoft Office` `Ruby` `React.js` `Redux`
`React-Native` `Git` `Skill` `CSS` `Skill`

ACHIEVEMENTS

SF DEVELOPERWEEK HACKATHON(API WINNER)
(01/2016 – 01/2016)
Team name was Dwellwell. Won a $1500 prize money for using SparkPost's API to encrypt emails.

PERSONAL PROJECTS

Synx: Meetup For Gamers (05/2017 – Present)
- Developed a full stack authentication site that allows people to post their game for other people to join. It uses Google Maps API to display the games that are being hosted.
- Authenticated: users need to be authenticated to view protected resource. Authenticated was implemented in both client side and server side.
- Used MongoDB and Mongoose to store any user's game description and location so other users can fetch the data.
- Technologiesused:NPM,ReactJS,ES6,Webpack,Babel,HTML/CSS,Express,Node,JWT,Passport,Redux,GoogleMapAPI

FreeCodeCamp (01/2017 – 05/2017)
- A list of freeCodeCamp front-end project under my url: freecodecamp.com/waruwaruwaru
- codepen.io/waruwaruwaru

LANGUAGES

Chinese (Cantonese)	●	●	●	●	○
English	●	●	●	●	●
Japanese	●	○	○	○	○

INTERESTS

`Board Game` `Computer Games` `Cooking`
`Escape Rooms` `Food` `Hiking` `Japanese`
`Networking` `Language Exchange` `Tennis`