Walt Tran
Software Engineer

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WORK EXPERIENCE

Software Engineer
First Republic

02/2018 – Present　　　　　　　　*San Francisco, USA*
Financial Company
Achievements/Tasks

- Backend development, working on microservice architectures. Dockerizing the services and use Jenkins to do continuous integration. Used Kubernetes for orchestration.
- Working with business people to translate business ideas to working architecture. Created use case document and then architecture diagram and process flow for business and product managers to understand the development and API service.
- Test driven development using Mocha/Chai for unit test and Cucumber for functional test.

Contact: Yvonne Yang

Mobile Software Engineer
Ensenta

06/2017 – 08/2017　　　　　　　　*Redwood City, USA*
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

EDUCATION

Electrical Engineering
UC Davis

09/2012 – 12/2015　　　　　　　　*Davis, CA*

SKILLS & COMPETENCES

Git/Github　HTML　Java　JavaScript　JIRA

Ruby　React.js　Redux　React-Native

GraphQL　CSS

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

Slack Clone (12/2017 – 02/2018)
- Created a clone of slack using JavaScript frontend and backend.
- Familiarize myself with admin priviledges, grouping messages by channel, web sockets.
- Technologies used: React, NodeJS, Postgres, GraphQL.

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 Games　　Computer Games　　Cooking

Escape Rooms　　Food　　Hiking　　Japanese

Networking　　Language Exchange　　Tennis