

Kevin Tran

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WORK EXPERIENCE

SOTI

May. 2022 - Aug. 2023

Machine Learning Intern/Software Developer

Oakville, ON

- Spearheaded the research and hands-on implementation of federated learning techniques, optimizing model training on Android devices for enhanced privacy and efficiency.
- Employed virtual machine environments to meticulously collect and analyze malicious data, contributing crucial insights to the training and testing phases of cybersecurity applications.
- Delved into the intricacies of Android runtime permissions, conducting comprehensive research to enhance app security and user privacy on mobile devices.
- Engineered a robust data preprocessing pipeline in Kotlin, streamlining the preparation of CSV files for federated learning applications on Android devices, resulting in improved model performance.

EDUCATION

Sheridan College

Jan. 2019 - Dec. 2023

Bachelor of Computer Science (BCS)

Oakville, ON

PROJECTS & SKILLS

Newton's Workshop/Fizziks

Sep. 2022 - Dec. 2023

- Developed a physics based game through Unity and C# which aims to teach young audiences about the fundamentals of physics behaviors in the real world.
- Allows users to create custom levels, which they can read and write to Google Firestore.
- Implements an AI system which determines level feasibility thus increasing user satisfaction and overall playability of the game.
- Utilizes Google Firestore remote database for holding level data and player information.

EcoScrapeAPI

Mar. 2022 - Mar. 2022

- Developed an API which utilizes web scraping to gather climate data from multiple news sources.
- Deployed using Heroku and Github, published on RapidAPI

VentureBook

Nov. 2021 - Dec. 2021

- A native iOS application which allows users to place custom pins on Xcode maps.
- Utilizes: Custom map pins, MapKit with search functionality, and UIKit.

Platformer Game

Jul. 2020 - Jul. 2020

- Developed a Unity demo game with C# that was inspired by Mario.
- Game implements key features like stomp mechanics, hurt boxes, hitboxes, music, functional menu, and a game over screen.

Skills: C#, Unity, Swift, XCode, MapKit, UIKit, Machine Learning, Firebase, Firestore, APIs, Game Development, CSS, HTML, Web Development, Javascript, Python, Kotlin

CERTIFICATES, CLUBS, AND LANGUAGES

Certificates: HTML Fundamentals via SoloLearn, CSS Fundamentals via SoloLearn, Big Data Analytics with Hadoop and Apache Spark via SoloLearn

Clubs: Sheridan College Model Building Club

Sep. 2020 – Dec. 2023

Languages: English - *Native Proficiency*, Vietnamese - *Native Proficiency*