Jeffrey Tran

7619 Woodbine Ave, Fort Wayne IN 46825 · (260) 797-8525

<u>jefftran@iu.edu</u> U.S. Citizen

EDUCATION

AUGUST 2020 - MAY 2022

Master of Science in Human Computer Interaction

Indiana University, Bloomington, Indiana

Cumulative GPA: 4.0 / 4.0

SKILLS

Object Oriented Design

Human Centered Design

JavaScript

Java

• HTML / CSS

MySQL

PHP

Android

Python

TOOLS

Adobe Creative Cloud

Android Studio

Eclipse IDE

Visual Studio

IDLE

React Native

EXPERIENCE

JANUARY 2020 - MAY 2020

Teaching Assistant for Information Infrastructure course, INDIANA UNIVERSITY

Responsible for organizing and teaching the lab portion of the course. Also responsible for helping students with the course material and lab assignments.

AUGUST 2018 - MAY 2020

Teaching Assistant for Discrete Mathematics course, INDIANA UNIVERSITY

Responsible for organizing and teaching the lab portion of the course, including assisting students with their lab assignments. Also assisted the course professor in lecturing sessions.

PROJECTS

RECEIPTX (SENIOR PROJECT), 8 MONTHS

Receipt was a mobile application that helps people streamline their spending by identifying and categorizing their spending habits. The software application was developed using Java on Android platform. Was the team lead for a team of four responsible for project planning, design, implementation, and testing of the product. The application received positive feedback from the professor, and as a result, the team received an A grade for the project.

EARTHQUAKE DATA EXPLORER (SCHOOL PROJECT), 3 MONTHS

This desktop software application enables the user to view earthquake related data on a geospatial map. It shows the user where and when the earthquakes occurred, their frequency, and their strength. The software was developed in Java on Microsoft platform. Was responsible for developing a tool that extracted raw data and transformed it into data structures per project's data design that can be stored in a database and consume by the application software. Was also responsible for unit testing the software, including developing test plans and test code using JUnit.