

Dan Tran

Contact Information:

(360) 556-7036
dantran@dantran.tech

Education

University of Washington

Graduate on 06/2019

- Junior. GPA 3.93.
- Listed on the Dean's List
- Computer Science Major
- Combined BS/MS Program for CS
- Clarinetist in the UW Symphonic Band

Courses Taken Include:

- CSE 446: Machine Learning
 - CSE 473: Intro to Artificial Intelligence
 - CSE 332: Data Structures and Parallelism
 - CSE 351: Hardware Software Interfaces
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Skills

- Adept in Java, Python, Ruby, SQL, Datalog, C#, C++, and C.
 - Experienced coding with POSIX, .NET, Microsoft MFC, numpy, matplotlib, and Swing.
 - Proficiency with tools like Visual Studios, Eclipse, SQL Server, sqlite3, gcc, gdb, bash, and git.
 - Understanding of machine learning and algorithms like ridge regression and the perceptron.
 - Expertise on data structures, control flow, systems programming, and data management.
 - Detail orientated, well organized, and productive in individual and team based settings.
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Work Experience

Software Developer Intern, ViaSat

06/2017 – 09/2017

- Modernized email application over low bandwidth radio frequencies.
- Finished GUI redesign and optimizations three weeks ahead of schedule.
- Fix driver related bugs and improved support for FTP and POP3 protocols.

Associated Students of the University of Washington

09/2016 – 06/2017

- Worked as the Administrative Assistant to the Board of Directors.
 - Prepared agendas, minutes, and documents for the Board of Directors.
 - Maintained ASUW Records website and assisted with general office duties.
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Projects

UW Pathfinder

<https://github.com/Dan-Tran/UW-Pathfinder>

- A simple application that finds the shortest path from building to building at UW.
- Applied custom encapsulated data structures, algorithms, and graphical user interfaces.

Document Word Search

- An application over the web listing documents containing the search query.
- Applied multithreaded concurrency, networking, and a custom index file.

Dan Maku, a Curtain Fire Shooting Game

<https://github.com/Dan-Tran/Dan-Maku>

- An STG game written in C++ using Project FUN featuring numerous enemies, music, and bullets.
 - Applied enemy behaviors, environmental interactions, and low-level programming.
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Volunteer and Leadership Experience

Chair, ASUW Senate Committee on Academic and Administrative Affairs

06/2016 – 06/2017

- Led committee meetings and scrutinize legislation impacting the university.
- Created new legislation to improve the university's academic functions.

Leader-in-Training, Olympia Buddhist Youth Association

11/2008 – 09/2015

- Directed youth activities, setup and initiated outdoor games for members.
 - Managed the cultural Lion Dance Team. Led rehearsals and performances.
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Awards and Honors

- Phi Beta Kapa Member
- 2016-2017 UW Dean's List
- President's Award for Educational Excellence
- Patrick S. Gilmore Band Award