JOSIE TRAN

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SKILLS

Languages: Java, C++, C, JavaScript, TypeScript, HTML, CSS
Frameworks & Libraries: React.js, Angular, Spring Boot, Java Swing, Bootstrap, Chakra UI, SwiperJS, Leaflet
Design Tools: Figma, Canva, Adobe Premiere
Developer Tools: Git, VS Code, IntelliJ, Eclipse, Neovim, MATLAB
Collaboration & Documentation Tools: Overleaf, Slack, Google Office Suite, Microsoft Office Suite
Other Tools: Bash, Zsh, CLI, Wireshark, Cisco Packet Tracer
Concepts: OOD & OOP, SDLC & Agile, User-Centered Design (UCD) & Design Thinking

EDUCATION

Simon Fraser University   Jan 2022 – Present
Bachelor of Computing Science

Activities: Undergraduate Mentor (SFU Women in Computing Science), Computing Science Peer Tutor (Faculty of Applied Sciences), Robot Assistant/Group Leader (SFU Rosie Lab workshop), SystemsHacks 2024, Photovoice project
Honour & Award: Dean's Honour Roll (academic year 2023 - 2024), Honour Roll Award (Summer 2022)

PROJECTS

Media Visualizer | *Java, Java Swing, Apache Commons Imaging, javax.sound.sampled*   Sep 2024
- Created a Java program to read and display .wav files using javax.sound.sampled and Apache Commons Imaging for reading uncompressed .bmp files, implementing custom waveform and image rendering logic using pixel-based drawing operations in Java Swing, following MVC architecture for code readability and further maintenance

SFU Events Discovery and Management | *React, Figma, ChakraUI, Firebase*   Nov 2023 – Mar 2024
SFU Surge Club Project (season Fall 2023/Spring 2024)
- Collaborated with 3 team members to brainstorm and gather user requirements for an SFU Events Discovery and Management platform, focusing on enhancing user interface and experience
- Designed and implemented mid-fidelity prototypes in Figma and converted them into dynamic, reusable React components using ChakraUI, while maintaining a clear separation between the client-side and server-side
- Presented the final project to the mentors, demonstrating a user-friendly platform that successfully addressed event discovery and management needs, receiving positive feedback on usability and clean design

Course Planner | *Java, Spring Boot, JSON, Postman*   Apr 2024
- Engineered a robust server-side solution to read and organize extensive course data from a CSV file, successfully implemented the extra feature to plot data on a graph, which received a total of **120/100 marks** for project final grade
- Collaborated with a partner to develop a Spring Boot application using MVC architecture, implementing RESTful API endpoints, enhancing team collaboration skills and deepening understanding of Agile development practices

H2OhYeah - Simplified Water Tracking Mobile App UI | *Figma*   Oct 2023 – Nov 2023
- Led a team of 5 as the **Design Lead**, responsible for creating and designing the base layout, choosing the color palette, typography, drawing the initial skeleton, which helps the team achieve **two 1st prizes** among 20+ groups
- Sketched low-fidelity prototypes on paper, and iteratively refined them using user-centered design methods, which were selected as the final design before converting to mid-fidelity wireframe in Figma

Night Crusade Titans Report | *Angular, Bootstrap*   Nov 2023
- Developed a dynamic and responsive user-friendly report application using the Angular framework and Bootstrap for UI styling, implementing routing mechanisms for improved navigation and user experience. Integrated a storage API for efficient data management and utilized the Leaflet API with OpenStreetMaps

Othello Game with AI-player Mode | *Java, Java Swing, Figma*   May - July 2023
- Designed UI mock-ups in Figma, applying **Nielsen's usability heuristics** to enhance user experience and interface
- Collaborated with 3 team members using the Agile Scrum methodology, scheduling regular meetings, managing tasks via sprints, and preparing necessary documentation to ensure smooth development and coordination
- Implemented the UI using Java Swing and refactored the code by identifying code smells, improving code structure, and enhancing the system's maintainability

WORK EXPERIENCE

Currently working at **Shoppers Drug Mart (3 years experience)** and **Chicha SanChen (6 months experience)** to fund tuition