

Linh Tran

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Education

Tufts University / Medford, MA

May 2022

Bachelor of Science in Computer Science
GPA: 3.87/4.00, Dean's List (all semesters)

Experiences

Meta / New York, NY

Aug 2022 - present

Software Engineer (E3)

- Android engineer on Instagram Feed, primarily working in Kotlin and Java.
- Contributed to implementation of new inline video expansion on Feed. Caught and fixed multiple edge case bugs to ensure the quality and polish of the experience.
- Migrated Feed codebase to use ViewState to support migration to MVVM architecture.

Meta / Menlo Park, CA - Remote

May 2021 - Aug 2021

Software Engineer Intern

- Android engineer on team Remote Presence AR Experiences, primarily working in Kotlin.
- Implemented a UI redesign of the current AR effects entrypoint on Instagram video calls, which support over 150 million daily active users.
- Increased AR participation rate on Instagram video calls by 2% in early public testing of UI redesign.
- Collaborated with engineers and product designers across different teams to finalize architecture and resolve variance between design and implementation.

Tufts Dept. of Computer Science / Medford, MA

Jan 2020 - May 2021

Teaching Assistant for *Algorithms*, *Web Programming*

- Held office hours to assist with core concepts of respective courses. Graded, provided personal feedback on homework assignments for 250+ students, and answered questions on Piazza.

Meta / Menlo Park, CA - Remote

May 2020 - Aug 2020

Facebook University Engineering Intern

- Developed an Android social media app that connects bucket lists creators, using Java and Parse.
- Implemented a simple feed ranking algorithm when displaying posts to create better user experience. Utilized Google Places API to display a list of places for users to add to their travel bucket lists.
- Participated in an Android mobile development training course with team Stories Client Health.

Tufts Dept. of Urban Environmental Policy / Medford, MA

Jul 2019 - Oct 2019

Research Assistant

- Created 3 Twitter bots as case studies for Prof. Hollander's research on the influence of social media on human's interests in urban planning, using Tweepy and Python.
- Programmed and deployed bots that can follow accounts, favorite, retweet, scrape photos from Reddit threads, and generate captions using Microsoft's Computer Vision API.

Projects

Buckets / Java, Android Studio, Parse

Jul 2020 - Aug 2020

- Designed and implemented an Android social networking platform for bucket lists creators.
- Functionalities: Users can create new buckets, add goals, and track their progress on each bucket. Users can search for any city and add the places they would like to visit to a bucket. Users can also follow other users and view a feed of stories about their accomplishments.

Jumbo Notes / HTML, CSS, JavaScript

Feb 2020

- Designed and implemented from scratch a note-taking web application that replicates Google Keep. Current functionalities for users include: create, edit, archive, and pin notes.

Scribbles It / HTML, CSS, JavaScript, p5.js, socket.io, Express.js, Heroku

Oct 2019

- Group project, Finalist @ Tufts Polyhack 2019
- Designed and deployed a real-time drawing application inspired by Draw My Thing. Implemented the Home page, shared drawing canvas, chat box, drawing toolbar, and Scores system.

Skills

Programming Languages: Kotlin, Java, JavaScript, Python, Node.js, HTML/CSS

Software/Tools: Android Studio, Visual Studio Code, Mercurial, Git, MongoDB, XCode

Languages: English and Vietnamese (fluent)