

Brandon Tran

P: 415-272-8944

brandt2@uci.edu

www.brandontran.com

[LinkedIn](#)

[Github](#)

SKILLS Ruby, Ruby on Rails, JavaScript, jQuery, React.js, Redux, SQL, Git, HTML5, CSS3, Node.js, PostgreSQL

PROJECTS

Will-o'-Wisp | (*Ruby on Rails, React/Redux, postgresSQL, SASS*)

[live](#) | [github](#)

Clone of Flickr, a photo sharing application

- Created a photo display page that includes commenting and tagging functionality by using React to import both the comments and tags container into the photo component and selectively displaying only relevant information regarding the photo.
- Developed a handle function in the album's container that allows users to select multiple photos to create an album and check if the photos were previously selected.
- Implemented hover effects using CSS on photos to improve user experience and capture the user's attention.

PiCook | (*MongoDB, Express, React, Node.js, CSS*)

[live](#) | [github](#)

Web application for searching recipes using food photos.

- Utilized BCrypt for user authentication to prevent confidential information from being exposed to the public.
- Applied CSS on recipe's display page with the user in mind to provide the user a nice looking page where all relevant information are neatly organized.
- Implemented loading icon in the React render component during data fetching to improve user's experience.

Catch'em All | (*Javascript, HTML5, canvas, CSS*)

[live](#) | [github](#)

Pokemon themed brick breaker game.

- Established a stage for the game using canvas to draw out the background, paddle, bricks, and ball.
- Incorporated nested for loops, helper methods, and canvas to create all the bricks with appropriate images onto the screen.
- Implemented paddle and ball movement using a game loop function which continuously renders each frame.

EXPERIENCE

Materials Engineer

Aegis Technology, Inc.

Aug 2017 - Oct 2018

- Conducted research on multilayer ceramic capacitors to develop a capacitor with enhanced energy density and low sintering temperature and solid state batteries to develop a safe alternative to present day batteries.
- Drafted and edited research reports, experimental procedures, patents, and proposals for research projects.
- Trained 4 employees and interns on use of battery testing equipment, ball milling machines and a universal testing machine.
- Spearheaded quarterly phone conferences on progress of Phase II research of ceramic capacitors for the company involving 4 senior engineers.

Materials Research Intern

Aegis Technology, Inc.

Dec 2016 - Jul 2017

- Assisted research team with preliminary sample preparation and the associated materials process work.
- Assembled 40 prototypes of ceramic capacitors and Li-ion coin cells every week.
- Designed 1 prototype solar charging station in Solidworks and drafted experimental procedures.

Materials Engineer

Bioenno Power

Aug 2017 - Oct 2018

- Assembled and repaired Lithium Iron Phosphate batteries through spot welding, soldering and wiring.
- Inspected batteries for quality using computerized battery analyzers and multimeters to ensure they passed all safety requirements and standards.
- Promoted Bioenno Power battery products to potential customers and encouraged product awareness to the public at trade shows such as HAMCON 2017 and Progressive International Motorcycle Show.

EDUCATION

University of California, Irvine - BS Materials Science Engineering, 2012-2017

App Academy - 2019 - Rigorous 1000-hr software development course with < 3% acceptance rate