

# Kevin Tran

Software Developer | kevintran1090@gmail.com | (647) 291-9674 | Mississauga, ON | [Portfolio](#)

## WORK EXPERIENCE

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**SOTI** **May. 2022 - Aug. 2023**  
*Machine Learning Intern/Software Developer* *Oakville, ON*

- Spearheaded the research and hands-on implementation of federated learning techniques, optimizing model training on Android devices for enhanced privacy and efficiency.
- Employed virtual machine environments to meticulously collect and analyze malicious data, contributing crucial insights to the training and testing phases of cybersecurity applications.
- Dived into the intricacies of Android runtime permissions, conducting comprehensive research to enhance app security and user privacy on mobile devices.
- Engineered a robust data preprocessing pipeline in Kotlin, streamlining the preparation of CSV files for federated learning applications on Android devices, resulting in improved model performance.

## EDUCATION

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**Sheridan College** **Jan. 2019 - Dec. 2023**  
*Bachelor of Computer Science (BCS)* *Oakville, ON*

## PROJECTS & SKILLS

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**Newton's Workshop/Fizziks** **Sep. 2022 - Dec. 2023**

- Developed a physics based game through Unity and C# which aims to teach young audiences about the fundamentals of physics behaviors in the real world.
- Allows users to create custom levels, which they can read and write to Google Firestore.
- Implements an AI system which determines level feasibility thus increasing user satisfaction and overall playability of the game.
- Utilizes Google Firestore remote database for holding level data and player information.

**EcoScrapeAPI** **Mar. 2022 - Mar. 2022**

- Developed an API which utilizes web scraping to gather climate data from multiple news sources.
- Deployed using Heroku and Github, published on RapidAPI

**VentureBook** **Nov. 2021 - Dec. 2021**

- A native iOS application which allows users to place custom pins on Xcode maps.
- Utilizes: Custom map pins, MapKit with search functionality, and UIKit.

**Sunnyland (Platformer Game)** **Jul. 2020 - Jul. 2020**

- Developed a Unity demo game with C# that was inspired by Mario.
- Game implements key features like stomp mechanics, hurt boxes, hitboxes, music, functional menu, and a game over screen.

**Skills:** C#, Unity, Swift, XCode, MapKit, UIKit, Machine Learning, Firebase, Firestore, APIs, Game Development, CSS, HTML, Web Development, JavaScript, Python, Kotlin, Jira, Postman, Figma

## CERTIFICATES, CLUBS, AND LANGUAGES

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**Certificates:** HTML Fundamentals via SoloLearn, CSS Fundamentals via SoloLearn, Big Data Analytics with Hadoop and Apache Spark via SoloLearn

**Clubs:** Sheridan College Model Building Club **Sep. 2020 – Dec. 2023**

**Languages:** English - *Native Proficiency*, Vietnamese - *Native Proficiency*