# Nathan Tran

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## EDUCATION

## San Jose State University

San Jose, CA

Bachelor of Science in Computer Science

Expected: May 2027

Relevant Coursework: Data Structures and Algorithms, Object Oriented Design, Computer Architecture, Formal Languages and Computing

### EXPERIENCE

BloxShield June 2025 – Present

Software Engineering Intern

Remote

- Built digital safety platform protecting 100M+ users across top Roblox games, scanning 100K+ DAU for threats
- $\bullet$  Developed 5-service AWS ECS cluster using Terraform with automated CI/CD pipelines
- Constructed automated detection engine with rule-based systems and OCR models for threat pattern recognition
- Created Next.js dashboard with real-time analytics, WebSocket connections, and PostgreSQL audit logging

Ego (YC W24)

Nov. 2024 – Mar. 2025

 $Software\ Engineering\ Intern$ 

San Francisco, CA

- Enhanced Roblox game by implementing LLMs and tooling, improving conversation engagement by 20%
- Developed Discord mini-game with Claude API integration, reaching 1.5K MAU within first month of launch
- Implemented automated game testing pipeline using AI agents to streamline quality assurance and bug detection
- Optimized FastAPI backend through caching and query handling, reducing average response times by 15%

Uber Nov. 2024 – Sept. 2025

Software Engineering Fellow

Remote

- Selected for competitive 7-month fellowship program with 4% acceptance rate from 2000+ applicants
- Paired 1:1 with Senior Uber Engineer mentor for bi-weekly code reviews and technical guidance
- Completed structured curriculum of 5 technical workshops covering DSA and software engineering best practices

## SJSU College of Engineering

Sept. 2024 – Nov. 2024

Software Engineering Intern

San Jose, CA

- Designed custom speaker control system using Pygame as the user interface, enabling intuitive audio management.
- Processed and fulfilled 100+ daily song requests with real-time queueing and playback features.
- Integrated Prometheus monitoring to track speaker metrics, reducing troubleshooting time by 30%.
- Refactored audio request handling pipeline, achieving 95%+ uptime and minimizing downtime between tracks.

#### Projects

<u>Juri</u> | Next.js, ShadCN, LangChain, NVIDIA Nemotron

- Built AI legal assistant for startups that can answer questions about the law and provide legal information
- Engineered a document parsing system to fill out PDFs and Legal Forms with 95% accuracy
- Created legal scenario database with 50+ case studies, helping founders assess regulatory risks and outcomes
- Won Top 5 Finalist at NVIDIA's World Smallest Hackathon out of 70+ teams from across the country

Fillosophy | Python, FastAPI, LlamaIndex, MongoDB, Next.js, Google Gemini API

- Built AI platform to auto-fill medical forms from video input, helping immigrants navigate healthcare in the US
- Designed an ETL pipeline to extract transcripts, store data, and fill relevant form fields using Google Gemini API
- Winner of Best Biotech and Best People of Color Empowerment awards out of 75 teams at SFHacks 2025

A.V.A (Accessible Voice Assistant) | Python, FastAPI, Groq, Perplexity, LangChain, ElevenLabs

- Built voice-controlled browser tool for 2.7M+ physically disabled users, achieving 90% voice command accuracy
- Tackled slow AI response times by implementing Groq and Perplexity Sonar, reducing latency by 65%
- Developed agentic AI solution with LangChain, helping disabled users automate email writing and flight booking
- Won Best Multimodal Use of Groq prize against 36 competing teams at HackHayward 2025

## TECHNICAL SKILLS

Languages/Frameworks: Python, Java, C#, HTML/CSS, Typescript, SQL, React, Next.js, FastAPI Developer Tools: Git/Github, Docker, VS Code, Visual Studio, MongoDB