

# Nathan Tran

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## EDUCATION

### San Jose State University

San Jose, CA

*Bachelor of Science in Computer Science*

*Expected Graduation: May 2027*

**Organizations:** Software and Computer Engineering Society, Mozilla Responsible Computing Club

**Relevant Coursework:** Data Structures and Algorithms, Object Oriented Design, Computer Architecture

## EXPERIENCE

### BloxShield

June 2025 – Present

*Software Engineering Intern*

*Remote*

- Developed threat intelligence platform with multi-cloud deployment using AWS and Docker containerization
- Built 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
- Engineered RESTful API microservices with Redis for seamless integration between detection tools and frontend

### Ego (YC W24)

Nov. 2024 – Mar. 2025

*Software Engineering Intern*

*San Francisco, CA*

- Enhanced Roblox game by implementing LLMs, improving conversation coherence and engagement by 20%
- Developed Discord mini-game with Claude API integration, reaching 1.5K active users within first month of launch
- Engineered automated QA testing framework using LLM agents for efficient bug detection and gameplay testing
- Optimized FastAPI backend through caching and query handling, reducing average response times by 15%

### Uber

Nov. 2024 – Present

*Software Engineering Fellow*

*Remote*

- Selected for elite fellowship program (2.9% acceptance rate) focused on engineering principles and system design
- Mastering data structures and algorithms through weekly technical challenges and mock interview sessions
- Collaborating with Uber engineers in bi-weekly mentorship sessions for code reviews and technical guidance
- Building full-stack projects while learning industry best practices through structured GitHub feedback

## PROJECTS

### CanvAI | *Next.js, Typescript, Python, Supabase, FastAPI, Gemini API, LangGraph, LangChain*

- Built Chrome extension with Gemini API to provide AI-powered TA-like assistance for Canvas courses
- Implemented LangGraph workflows to process Canvas materials and generate study sets from PDFs
- Designed document parsing system using LangChain to extract concepts and create flashcards
- Integrated Canvas API with LangGraph agents to automate assignment tracking and deadlines

### fillosophy | *Python, FastAPI, LlamaIndex, MongoDB, Next.js, Google Gemini API*

- Engineered an AI platform to auto-fill medical forms from video input for non-native English speakers
- Built an ETL pipeline to extract transcripts, store metadata, 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*

- Identified accessibility gaps and built a voice-controlled browser navigation tool reaching 90% command accuracy
- Tackled slow AI response times by implementing Groq and Perplexity Sonar, reducing latency by 65%
- Developed agentic AI solution with LangChain, enabling users to automate email writing and flight booking
- Won **Best Multimodal Use of Groq** prize against 36 competing teams

## TECHNICAL SKILLS

**Languages:** Python, Java, C#, Javascript, Typescript, HTML/CSS

**Frameworks & APIs:** React, Next.js, FastAPI, Flask, Discord API, OpenAI API, ElevenLabs, Groq, Perplexity

**Developer Tools:** Git, Docker, VS Code, Visual Studio, Unity, Meta Quest SDK, Roblox Studio

**Libraries:** LangChain, NumPy, Scikit-Learn, PyTorch, Pandas, BeautifulSoup4, Matplotlib

**Databases & Auth:** MongoDB, Supabase, Google OAuth