

# Quan Tran

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📍 Seattle, WA

## EDUCATION

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### University of Illinois – Chicago

August 2017 – May 2021

*Bachelor of Science in Computer Science, Minor in Management Information Systems*

*GPA: 3.91/4.0*

**Relevant Coursework:** Data Structures, Computer Algorithms, System Performances, Operating Systems, Concurrent Programming, Software Engineering, Computer Networks, Programming Languages, Data Science, Database Systems

## TECHNICAL SKILLS

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**Languages:** Rust, Swift, C, C++, Java, Kotlin, Python, Bash, SQL, Objective-C,  $\text{\LaTeX}$

**Tools and Frameworks:** Git, IntelliJ IDEA, CLion, Postman, SwiftUI, Cocoa, Jakarta EE, Spring Boot, JavaFX

**Platforms and Services:** AWS, Docker, Splunk, Jenkins, Datadog

## WORK EXPERIENCE

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### Expedia Group

August 2021 – Present

*Software Engineer — Java, Python*

- Working on the Payment Reconciliation services for Expedia Global Payments.
- Improved the build time performance and simplified the CI/CD pipeline of the Booking and Payment services for Expedia Partner Solutions.

### UIC Department of Computer Science

*Research Assistant — Rust, C, C++*

January 2021 – July 2021

- Extended Cargo the Rust package manager to support an LLVM optimization pass `/cargo-compiler-interrupts` that periodically and automatically calls a user-provided function without relying on system interrupts or system calls for code instrumentation.

*Teaching Assistant — C, C++, Java*

August 2019 – May 2021

- Held weekly office hours to help a total of **700 students** with different topics in programming and software design.
- Prepared and graded programming and written assignments for students.

### InMapz

May 2019 – August 2019

*Software Engineer Intern — Swift, Objective-C*

- Conducted experiments on different **indoor positioning systems** using Wi-Fi access points and Bluetooth beacons.
- Implemented a simple algorithm used to determine the approximate indoor position of the user using multiple beacons.
- Improved the UI/UX design of the iOS mobile application and designed new map-related features such as displaying flight routes and custom map annotations.

## PERSONAL PROJECTS

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### EventTicketing — Swift

[📄/EventTicketing](#)

- An Apple cross-platform application for managing and selling event tickets. Utilizes **Firestore** for backend services and SwiftUI framework for declaring user interfaces.
- Successfully sold and managed more than 1,000 tickets through this application.

### ToastUI — Swift

[📄/ToastUI](#)

- An **open-source** SwiftUI library for displaying a toast, heads-up display, or customized alert for any applications on the Apple platform.

### Coloroid — Rust, C++

[📄/Coloroid](#)

- A **cross-platform**, simple GUI application to play a color-matching game using SFML framework.

### RPSLS — Kotlin, Java

[📄/RPSLS](#)

- A real-time, online, multiplayer, client-server model application to play Rock, Paper, Scissors game.
- Rich front-end UI implemented using JavaFX framework to allow the user to play and communicate with other users.

## ACTIVITIES

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### UIC Association for Computing Machinery

September 2020 – May 2021

*Member*

- Participated in Special Interest Group on Security, worked on basic CTF problems.