

Natasha Tran

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EDUCATION

University of California San Diego

Bachelor of Science in Computer Science

La Jolla, CA

Expected Jun 2026

EXPERIENCE

Quality Assurance Intern

June 2024 – August 2024

Base86 - Internship

San Diego, CA

- Conducted comprehensive manual testing and smoke testing of various features to identify bugs, performance issues, and usability problems of the Base86 web application (healthcare supply chain procurement)
- Developed over 50+ test cases by documenting through Qase based on functional requirements to ensure comprehensive coverage and up-to-date web app using the Agile software development lifecycle

Project in a Box - Media Lead

May 2024 – Present

University of California San Diego

La Jolla, CA

- Designed promotional graphics for social media and merchandise (business cards, clothing, etc.) to promote PIB, a UCSD engineering outreach organization providing and inspiring engineering students through project kits

Computer Science Researcher (Early Scholars Research Program)

Sep 2023 – June 2024

University of California San Diego

La Jolla, CA

- Accepted into this distinguished undergraduate research program intended for high-achieving second-year CSE students to promote diversity and inclusion in research
- Conducted research under Professor Imani Munyaka to research "Parental Concerns in Roblox" to highlight the disparity between Roblox resources for parents and parental knowledge about the game
- Utilized Natural Language Processing (NLP) techniques, webscraping with Reddit API, and Latent Dirichlet Allocation (LDA) topic modelling to analyze specific parental concerns in Roblox
- Co-authored paper "Parent seeking Roblox Safety Help: Comparing Parental Roblox Concerns to Roblox offerings": **Accepted to IEEE ISTAS '24** [Publication Link]

PROJECTS

Touch | *Swift*

Dec 2024 - Present

- Developed a personal app project to enhance women's safety, inspired by personal experiences
- Incorporated safety features such as real-time location sharing, emergency alerts, and safety check-ins
- Created as a submission for the Apple Swift Student Challenge

TritonFitness | *React, TypeScript, CSS*

Sep 2024 - Present

- Developed an interactive and user-friendly web app for CSE 110 to promote mental health and physical wellness among UCSD students through customized exercise plans [Repo Link]
- Collaborated with team to integrate data visualization and progress tracking features, fostering user motivation and retention

Travel Planner (ACM Project Teams) | *MongoDB, Express.js, React.js, Node.js*

Apr 2024 – Jun 2024

- Served as a frontend engineer of a travel planner website project, where users are suggested an itinerary based on destination. Project is a convenient and cost-effective tool for travel planning
- Utilized Figma for design, implemented APIs such as Google Maps, Yelp, etc.

TypeRacer Game (Association for Computing Machinery) | *MongoDB, Express.js, React.js, Node.js*

Fall 2023

- Participated in ACM's 6-week Hack School workshop for this project, where I learned and implemented the MERN stack to develop this typeracer web game [Repo Link]

TECHNICAL SKILLS

Languages: Javascript, Python, Java, C/C++, HTML

Frameworks: MongoDB, Express.js, React.js, Node.js, JUnit

Developer Tools: Git, Visual Studio Code, pip, npm

Libraries: pandas, Gensim, pyLDAvis