HUY TRAN

FULL STACK WEB DEVELOPER

Melbourne, Australia | huy.contact.27@gmail.com | LinkedIn | Portfolio

TECHNICAL SKILLS

Programming Languages: JavaScript, TypeScript, Java, C++, Swift, SQL
Frontend: React, Next.JS, HTML, CSS, Tailwind CSS
Backend: Node.JS, Spring Boot
Databases: MySQL, SQLite
Tools: Git, GitHub

PROJECTS

Rivert! - IoT-Powered iOS Application (Apple Developer Academy Project) **2026**

Technical Lead & Backend Developer - Node.JS | TypeScript | Firebase | Arduino | Swift

- Designed and built an ultrasonic water-level sensor with median filtering and deep-sleep power management.
- Architected a server-side calculation layer so thresholds could be updated without reflashing field hardware or shipping an app update.
- Demonstrated the full pipeline live at a public exhibition using a scaled physical model of the river channel.

Kiddly - AI-Powered iOS Application (Apple Developer Academy Project) **2026**

Frontend Developer - Swift | SwiftUI

- Developed Kiddly, an AI-powered iOS application that analyses children's screen activity and generates personalised parental guidance
- Built the frontend experience using Swift and SwiftUI, establishing the project's architecture, folder structure, and reusable UI components
- Collaborated within a 6-member team to deliver a TestFlight prototype leveraging on-device computer vision, speech transcription, and generative AI capabilities
- Showcased the application at a private exhibition, receiving positive feedback from parents and attendees regarding its usability and practical value

Cloud Banking - Full Stack Web Application (Personal Project) **2025**

HTML | CSS | JavaScript | Java | SpringBoot | MySQL

- Designed a multi-layer Spring Boot architecture with JWT authentication, transaction validation, and role-based access controls across customer and administrator workflows.
- Integrated a relational database to store and manage user actions in real time
- Implemented JWT-based authentication for secure user login and session management

EDUCATION

Bachelor of Software Engineering (Professional) **2024 - 2027 (Ongoing)**

RMIT University - Melbourne, VIC

Apple Developer Academy @ BINUS University **2026 (Ongoing)**

iOS Developer Learner - Bali, Indonesia

- Developed iOS applications using Swift and SwiftUI through project-based learning.
- Collaborated in cross-functional teams to design, build, and iterate user-centred solutions.
- Applied Challenge-Based Learning (CBL) to address real-world problems through technology.
- Conducted user research and usability testing to inform product decisions and improvements.

WORK EXPERIENCE

AI Trainer - DataAnnotation (Casual) **Jan 2026 - Present**

- Evaluated and ranked AI-generated responses against detailed rubrics to support model performance improvements
- Identified factual, logical, and instruction-following errors to improve response quality and reliability
- Maintained accuracy and consistency across large-scale annotation and assessment tasks in a remote work environment

Wireless Access Point (WAP) Survey Intern - RMIT University (Internship) **July 2025 - Dec 2025**

- Conducted wireless access point (WAP) surveys across university buildings using Ekahau Sidekick 2 and iPad-based surveying tools
- Collected wireless signal strength data to support the identification of coverage gaps and network performance issues
- Collaborated with the university IT team to assess wireless network coverage and contribute to infrastructure optimisation efforts

Metal Worker - SkyRange Windows (Casual) **Mar 2024 - Dec 2024**

- Applied precision and problem-solving skills to manufacture metal frames using CNC machines, air saws, and taper machines
- Interpreted technical blueprints with accuracy, ensuring each product met design specifications and quality standards

EXTRACURRICULAR ACTIVITIES

Member - RMIT CSIT (Computer Science, IT and Software Engineering Society)

- Engaged in technical workshops, networking sessions, and peer learning events focused on software engineering and IT.

Member - RMIT Motorcycle Club

- Collaborated with peers in organising rides and community events, fostering teamwork and responsibility outside academics.

Member - UniMelb CISSA (Computing and Information Systems Students Association)

- Actively participated in computing-related events, including hackathons and professional development seminars.
- Participant, GameJam (2025)
- Participant, Producthon (2025)