

Shayna Tran

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EDUCATION

University of California, Berkeley

Berkeley, CA

Bachelor of Arts in Computer Science

Aug. 2024 – Dec. 2028

Relevant Coursework: Data Structures, Structure and Interpretation of Computer Programs, Efficient Algorithms and Intractable Problems, Machine Architecture, Computer Security, Agentic AI, Principles and Techniques of Data Science, Data Mining and Analytics, Discrete Mathematics and Probability Theory, Linear Algebra and Differential Equations

Activities: Theta Tau Professional Engineering Fraternity, Mobile Developers of Berkeley, MLT

EXPERIENCE

QA Engineer

Oct. 2025 – Present

Handshake AI — Project Spectra

Berkeley, CA

- Evaluated 500+ AI-generated images with a rubric scoring to assess prompt alignment, realism, and visual fidelity
- Analyzed and annotated multimodal LLM outputs at scale to identify failure modes in AI-based image editing and restoration tasks, improved response quality and reliability with a 25% model accuracy improvement

Managing Editor & Web Manager

Aug. 2020 – May 2024

University Preparatory Academy

San Jose, CA

- Maintained and updated the newsmagazine's website using HTML/CSS and WordPress, ensuring timely articles
- Redesigned the newsmagazine's homepage layout to improve navigation, readability, and mobile responsiveness, resulting in a more engaging user experience and a 25% reduction in bounce rate

Engineering Intern

July 2020 – Aug 2024

SMASH Berkeley

Berkeley, CA

- 1 of 30 students picked out of 300+ low-income students for a free 3 year summer program at UC Berkeley
- Led a team of 5 in researching, conceptualizing, and prototyping “Nurture,” an innovative app using Python and AI aimed at improving accessibility to education and food resources for under-served communities
- Managed testing cycles and iterations of the prototype, ensuring practical real-world application by refining user interfaces based on feedback optimizing the app's overall usability and accessibility for diverse user groups

PROJECTS

NGordnet (NGrams and Wordnet) | *Data Structures, Algorithms, Backend API Development*

March 2025

- Designed backend APIs of a web tool mimicking the functions of the Google NGram Viewer and the Princeton Wordnet, graphing the historical frequency of an input word and listing its hyponyms
- Parsed dataset containing over 40,000+ words and 20,000+ synsets; used TreeMaps, HashMaps, and DFS to track and search for hyponyms with varying word frequencies, single/multi-word inputs, and optional year constraints

Build Your Own World (Game) | *Java, JUnit*

March 2025

- Developed an interactive keyboard-based game with a randomized world generation algorithm for all seed values
- Game features include line of sight toggle, on-hover tile displays, world aesthetic modes, and reload/save process
- Using object-oriented design, implemented heaps/priority queues, DSA, and Java libraries (STDdraw, JUnit)

Theta Tau Professional Engineering Fraternity | *Web Development, Ruby*

Aug. 2024 - March 2025

- Automated a member voting feature for application reviews, reducing ranking generation time by 30%
- Designed a custom class sorting system for 380 members and alumni, and initialized a scalable database using PostgreSQL to document all member, chair, and alumni names along with their positions and general information

Lily Pad Plunge | *React, HTML/CSS, C++, JavaScript, CAD, Circuitry*

Dec. 2024

- Engineered a 5ft tall claw-machine-inspired game from scratch, powered by an Arduino and using repurposed parts
- Utilized an Arduino to code game logic in C++ and interact with Mechanical and Electrical systems: like a gantry pulley and LCD. Physical buttons are connected to servo motors and buttons to score on an LCD game display
- Crafted a dynamic website using Javascript to run image carousels, interactive hover animations with graphics

TECHNICAL SKILLS

Languages: Python, Java, C/C++, JavaScript, TypeScript, Golang, HTML, CSS, SQL, Ruby

Frameworks: React, Cloud Development Kit (CDK), Node.js, Flask, Bootstrap, Ruby on Rails

Developer Tools: AWS, Linux/UNIX, PostgreSQL, Git, REST APIs, Unit Testing, Heroku, Agile/Scrum, MongoDB