

## Peter P. Tran

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- Objective** To obtain a software engineering position in a product-oriented environment alongside other passionate and highly-skilled engineers.
- Skills** Software Development: C++, C, Java, Win32, MFC, COM, ATL, STL, XML, VB, UML, OO, Perl, JScript, PHP, HTML  
Tools: Visual C++, VS.NET, Eclipse, Subversion, SourceSafe, Continuous, InstallShield, ClearCase, Visio, Rational Rose, XMLSpy, Bugzilla
- Experience**
- 11/04 – Present Texas Instruments San Diego, CA**  
Software Systems Engineer
- Designed, implemented and tested features for a PC-based tool used by embedded software and test engineers. Also provided documentation in the form of a user's guide and API reference. This tool was used to develop a chipset package for use in 3<sup>rd</sup> generation wireless products and included features for tracing and controlling of the embedded target.
  - Worked closely with internal customers in order to help integrate test interfaces with target code.
- 4/01 – 11/04 S2 Technologies Cardiff, CA**  
Senior Software Engineer
- Developed a Windows-based development tool used by embedded software and test engineers. This tool, called Stride, takes customer header files as input and provides an easy to use interface to the customer's message- or function-based API. Various access options are presented to the user: an intuitive GUI, a framework for writing Active Script-compliant scripts, libraries for writing C-based applications, and custom COM components for tools such as LabVIEW. Implementation was done using VC++ 6.0 with MFC and ATL. Other components of Stride included a lex/yacc-based compiler, a XML database, a code generating module, and a host-to-target marshaler.
  - Implemented and managed build environment, including SourceSafe for configuration management, InstallShield for the installer and Bugzilla for bug-tracking. Mentored a new graduate. Managed releases. Managed schedule for back-end compiler component. Wrote various design specifications and process improvement documents.
- 7/98 – 4/01 Nokia Mobile Phones San Diego, CA**  
Staff Software Engineer, PC Tools
- Developed Windows tools used by embedded engineers. Gathered requirements, created design specifications and implemented with MFC and ATL (VC++ 6.0). Each tool had a rich GUI that integrated various COM components.
  - Developed a diagnostic monitoring and ladder/tracing tool that decoded and displayed messaging in the phone. This included inter-component messages and CDMA (IS-95/2000) air-interface messages.
  - Developed other tools: flash, test and tune, memory tool, DSP control, PRL editor, DLL for HP VEE
  - Managed builds for all of the tools above. Used Continuous for configuration management. Used InstallShield for installation packages.
  - Gave quarterly training seminars on the use of all of the above tools.
- 7/97 – 7/98 Uniden San Diego, CA**  
Software Engineer
- Developed MFC-based Windows tools used by embedded engineers to develop GSM-based wireless products:
    - WinShell, an embedded operating system shell emulator. This tool reduced dependencies between embedded engineers and other hardware and software components;
    - PIC, a diagnostic monitoring tool that decoded and displayed data received from a running target. Commands could also be sent to the target from this tool.
    - Developed a VB application that acted as a virtual phone handset. This application communicated via COM with the above diagnostic monitoring tool (and indirectly with the target).
- 6/96 – 6/97 Hughes Network Systems San Diego, CA**  
Software Engineering Intern
- Implemented and tested features for an event-driven, XWindows-based symbolic debugger used by embedded engineers.
- 9/95 – 9/96 UCSD Academic Computing Services San Diego, CA**  
"Zebra" Student Consultant
- Provided support and tutoring to students on Unix, PC and Mac platforms. Handled account administration and maintenance of hardware and software in computer labs.
- Education** M.S. Computer Science, UCSD, 2002  
B.S. Computer Science, UCSD, 1997
- Other Interests** Movies, live music, snowboarding, video games, photography.