

# Brenden Trieu [brenden.trieu@gmail.com](mailto:brenden.trieu@gmail.com) | (604)-897-8578 | [LinkedIn](#) | [GitHub](#)

## Skills

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**Languages** - C, C#, Java, Python, JavaScript/TypeScript, PHP, SQL, JSON, jQuery, HTML, CSS, CUDA.

**Frameworks & Libraries** - React, Redux, Ionic, Angular JS, Material UI, Django.

**Tools** - GitHub, VS Code, Docker, Figma, Eclipse, AJAX, Agile Development structure, Microsoft Office, phpMyAdmin, Android Studio, Tableau, Snowflake, Unity.

## Education

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### UNIVERSITY OF BRITISH COLUMBIA

Sept 2018 – April 2023

*Bachelor of Arts – Computer Science Major – Co-Op Graduate*

- Related coursework: Databases, Website Development, Project Management, Data Science, Parallel Computing, Software Engineering.

## Experience

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### JUNIOR SOFTWARE DEVELOPER INTERNSHIP | ATOMIC47

Sept 2021 – April 2022

- Debugged over 500 integral issues for Android app adding improved functionality and faster loading resulting in greater stability throughout the app.
- Constructed REST API to display internal analytics such as user activity to facilitate the data analysis and feature improvement process.
- Worked with a team of 3 developers over 4 months to restructure application codebase.

### TEACHING ASSISTANT | UNIVERSITY OF BRITISH COLUMBIA

Sept 2020 – April 2023

- Delivered weekly teaching sessions to students to support course content.
- Instructed 8 classes of 30-40 students in Java and JavaScript topics ranging from basics to OOP.

## Projects

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### Shroom Goons: Video Game (C#)

- Developed in Unity as a stealth-based tactics game where players place guards of various types to stop an intruder from stealing the golden mushroom.
- Developed within a team of 10 contributors in a 48-hour period.

### Bookworm: Bookstore Database Search Filter (PHP, JavaScript, jQuery, SQL)

- Independently developed server-accessible custom library website that searches through a SQL database asynchronously to find searched books/authors.
- Worked independently for 2 months to refine product.

### Sport: Interactive Chatbot (Python)

- Python-based conversation companion for sports topics with the ability to provide accurate previous game scores and player statistics.
- Implemented language translation and Wikipedia APIs to support accurate data retrieval.
- Programmed with a team of 3 other developers over 2 months' time.

### Prism: Image Recognition (TypeScript, Python)

- Constructed a video parser and image recognition app with a React frontend and Django backend allowing users to select images and save them with their timestamps in a CSV file.
- Implemented a machine learning algorithm to order images in descending order of most like a user-uploaded reference image.
- Developed with a team of 3 other developers over the course of 8 months.