

Charlie Trinh

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EXPERIENCE

In-N-Out Burger - Associate

May 2021 - October 2022

- Supervised and led 8 new workers to In-N-Out quality standards, creating a stronger work environment
- Enhanced burger and fry quality by supervising quality control, resulting in an increase of customer satisfaction
- Oversaw coworker's attentiveness, achieving a faster drive-through, leading to the store being ranked 1 in speed in the district
- Experienced in high-stress environments, capable of de-escalating problematic situations allowing for retained customers

ACADEMIC PROJECTS

miniMips - Group member

July 2024 - Aug 2024

- Developed and simulated a custom RISC processor using SystemVerilog in an FPGA environment, adhering to RISC architecture with limited resources to optimize and improve performance.
- Designed a five-stage pipeline to enhance CPU efficiency, including instruction fetch, decode, execute, memory access, and write-back stages.
- Tested processor with requirements from the processor, and created a set of unit tests to meet requirements to ensure accuracy and efficiency across all instruction types.
- Tools used: SystemVerilog, ModelSim, Quartus, Git

Work Journal Web Page - Developer

April 2024 - June 2024

- Developed a web application that has full CRUD (Create, Read, Update, Delete) functionality that is linked to specific calendar dates.
- Created an interface using HTML, CSS, and JavaScript to ensure seamless usability across desktops and mobile platforms.
- Collaborated in a team of 11 including myself to get experience with working in an Agile environment such as working in 3 different sprints throughout the quarter.
- Tools used: HTML, CSS, JavaScript (Node.js and npm), git

SKILLS

- Programming Languages: Java, Python, C, C++, R, SQL, Git, SystemVerilog, HTML
- Agile Methodology: Teamwork, Attention to detail, Organization, Multi-tasking
- Understanding of Computer Architecture and Design

EDUCATION

University of California, San Diego

Expected Graduation, June 2025

Bachelor's of Science in Computer Science

GPA - 3.3

- *Relevant Coursework - Software Engineering, Computer Architecture, Design & Analysis of Algorithms*