

Trinh Nhu Khang (Jayden) Le

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EDUCATION

University of California, Irvine

June 2024

Bachelor of Science in Computer Science • GPA: 4.0

SKILLS

Programming language: Python- Proficient; HTML5, Javascript, CSS-Intermediate; C++-Intermediate

Object-oriented programming(OOP) - Intermediate

Tools: Git, Android Studio, Visual Studio Code, VMWare, Python Virtual Environment

RELEVANT PROJECT EXPERIENCE

Student Researcher

March 2021 - Present

Department of Informatics, Irvine, CA

- Collaborate in a team of 4 with one advisor to build and design a system that helps people who are visually impair to control the computer through an apps on a mobile phones
- Modify Chrome extension and transfer it to Mozilla Firefox plugins to keep track users' activities
- Using Python's Pywin32 library to control different apps and activities on Window
- Create a system in Python to track keyboard action for hotkeys to perform different activities

Messaging Apps

January 2021 - March 2021

- Connect to a server as a client using socket connection and send a JSON message to the server in Python
- Designed GUI for Messaging apps to display incoming messages and conversations to send and keep track of messages load from JSON data
- Using API to access database in JSON and operate it as keyword translation shortcut transcluded in messages
- Developed protocol to translate from Python to JSON format and extract JSON messages from a server
- Using file IO as database to keep track of users information and messages

UCI Menu App Project

Hack at UCI - Zothack 2021 Hackathon

November 2021

- Collaborate in a team of 4 to designed and implement a website to compare the menus of two UCI dining halls: Brandywine and The Anteater
- Programmed in Javascript to extract the search bar to perform GET request to the Python flask app
- Using Vue.js framework to update data received from server to reflect it on the website

2048 Game Clone Web App

December 2021 - Now

<https://github.com/JaydenLe1102/2048-web-game-clone>

- Combine 2 same numbers by moving the 4x4 board until getting 2048
- Building a single player 2048 game web app using HTML, CSS and Javascript
- Utilize Bootstrap to make different components of the website
- Modifying 2D array to update information to perform game moves
- Making the website reactive by using Vue.js Javascript framework to update the board after each move

OTHER EXPERIENCE

Learning Assistant

January 2021 - June 2021

Donald Bren School of Information and Computer Sciences, Irvine, CA

- Held office hours for students to help explaining and debugging student's project code, assignment and labs
- Guide discussion of 3 to 5-students groups after lecture to enforce their understanding