

Loc Quang Trinh

Developer

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WORK EXPERIENCES

Undergraduate Student Research Assistant

April 2023 – June 2023

Bren School of Information & Computer Sciences

- Researched under GLS & Tencent to produce a database with Zotero for positive impacts of video games technology in other industries & society.

PROJECTS

Hand Tracker

2023

- Built a web application using Angular that uses Handtrack.js to capture hand gesture events detected from a webcam to play piano keys.
- Designed the application with accessibility features in mind for all type of users.

Sleep Tracker (Mobile App)

2023

- Designed a mobile app using Ionic to track a user's sleep time and give the user the ability to log their sleepiness.
- Logged data are viewable to the user and are stored locally.

Runkeeper Tweet Report

2023

- Created a webpage report using JS and TS to help potential researcher understand a week's worth of Tweets from RunKeeper.
- Tweets are categorized into events, and contains date and written comments from the users.
- Programmed a parser that parses through and identify most popular activities, and graph their distance. Also implemented a search interface to look through tweets more efficiently.

Spotify Browser

2023

- Used Angular to create a webpage that communicates to a backend server written in Node.js/Express to browse music, login, and search for artists on Spotify.
- Gathered data from Spotify API and developed a web interface to display searched data.

Gomoku

2020

- Produced a digital version of the board game Gomoku using MIPS as the main program editor.
- Game was delivered with full color capability, bug-free functionality, and multiplayer-capable (locally).

ORGANIZATIONS

Elucidate Studio

January 2022 – March 2023

Game Developer

- Built audio systems through the application of Singletons, FMOD, and logarithmic math in Unity Mixer to match UI slider value to mixer output.
- Integrated UI design sketches through the application of Observer Design Pattern to avoid coupling, and using built-in Unity UI functions for implementations.
- Developed 3 products as gameplay designer; designing combat mechanics, sketching out the flow of the game, and prototyping the design: Elucidate, FetchQuest, and CyberShift.

UCI osu!

November 2019 – June 2020

Website Manager

- Managed both online and physical events through the club's website.
- Oversaw weekly meetings and assisted in organizing and administering live tournaments (LAN).

SKILLS & TOOLS

C++ | C# | Python | Assembly (MIPS) | HTML & CSS | Java | JavaScript | TypeScript | MySQL | GitHub
Jira | SourceTree | Ionic | lxml | Angular

EDUCATION

University of California, Irvine

September 2019 – June 2023

Computer Game Science, B.S

GPA: 3.67, Regent's Scholar