

Minh Dung Trieu (Andy Trieu)

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EDUCATION

University of British Columbia
Bachelor of Science

Vancouver, BC
Expected graduation: May 2029

PROJECTS

JellLight – Burnout Risk Assessment Web App | *React, TypeScript, Gemini API, Git* Jan 2026

- Designed and implemented a weighted burnout scoring system by mapping questionnaire responses to numerical values and defining risk tiers (low, medium, high).
- Structured application user flow and feature scope in a 24-hour hackathon setting, defining questionnaire logic and results presentation.
- Collaborated in a team of three to integrate Gemini API for AI-generated feedback, debugging API key limitations and resolving request/response mismatches.
- Contributed to iterative UI and feature improvements while coordinating version control using Git.

Dual N-Back Memory Training Game | *Python, Tkinter, Git* December 2025 – Present

- Built a GUI-based Dual N-Back cognitive training game in Python using Tkinter, enabling users to practice and track working memory performance.
- Designed and implemented controlled stimulus recurrence logic to ensure valid N-back matches and prevent false positives.
- Designed signal-detection-based scoring (hits, misses, false alarms) for accurate performance evaluation.
- Refactored a procedural prototype into a modular object-oriented architecture, improving code readability and extensibility.

Pokémon Fan Website | *HTML, CSS, Git* March 2025 – Present

- Built a multi-page Pokémon-themed website using HTML and CSS, focusing on semantic structure, navigation, and consistent styling.
- Implemented navigation, tables, images, and embedded media across multiple pages.
- Refined legacy code to improve semantic HTML structure and maintainable styling.
- Tracked changes and improvements using Git and GitHub.

EXPERIENCE

First Year Committee Coordinator Sep 2025 – Present
UBC Science Undergraduate Society University of British Columbia

- Organized, coordinated events for first-year students, facilitating team collaboration and engagement.
- Managed schedules, delegated tasks, and ensured smooth execution of programs.
- Communicated effectively with peers and university staff to enhance student experience.

TECHNICAL SKILLS

Languages: Python, C/C++, SQL, HTML/CSS, TypeScript

Frameworks/Libraries: React, Tkinter, pandas, NumPy, Matplotlib

Developer Tools: Github, Git, VS Code, Google Colab

HONORS & AWARDS

- International Major Entrance Scholarship (IMES) | 2025 – Present
- Outstanding International Student Award (OIS) | 2025
- Third Prize, Vietnam National Secondary Student Science and Engineering Fair (ViSEF) | 2024