Valerie Truong

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EDUCATION

California Polytechnic State University | San Luis Obispo, CA　　　　　　　　**Expected June 2027**
B.S. in Computer Science, Computing for Interactive Arts
Relevant Courses: Fundamentals of Computer Sci, Object-Oriented Programming, Data Structures, Discrete Structures

TECHNICAL SKILLS

Languages: Python, Java
Technologies: Unity, GitHub, Adobe Illustrator, Adobe Photoshop, Canva, Google Apps, Microsoft Apps

EXPERIENCE

Data Annotation | Remote　　　　　　　　　　　　　　　　　　　　　　　**Aug 2025 - Current**
AI Chatbot Tester
- Evaluate AI chatbot performance through structured surveys and interactive test cases, providing actionable feedback for model improvement
- Conducted quality assurance on chatbot responses, ensuring accuracy, clarity, and alignment with user intent

Code Ninjas | Encinitas, CA　　　　　　　　　　　　　　　　　　　　　**Jun 2023 - Aug 2025**
Senior Programs Lead
- Promoted twice within 18 months from Instructor → Lead Tutor → Senior Programs Lead for outstanding performance and leadership
- Taught programming fundamentals to 100+ students (ages 5–14) across multiple languages including Python, Java, and Lua
- Developed personalized lesson plans to support diverse student learning styles and skill levels
- Organized and facilitated coding competitions, hackathons, and workshops, increasing student engagement and membership retention
- Oversaw daily center operations, including scheduling, staff coordination, and administrative workflows which streamlined processes for all team departments

Tech Corps | Columbus, OH　　　　　　　　　　　　　　　　　　　　　**Jun 2021 - Jun 2024**
Tech Camp Instructor
- Developed and implemented STEM curriculum for intensive summer programs reaching 30+ middle and high school students per session
- Instructed students on foundational computer science concepts in app development, cybersecurity, robotics, 3D printing, and digital animation
- Mentored students through hands-on projects, fostering problem-solving, creativity, and teamwork skills

PROJECTS

2025 Aerial Drone Competition | Python　　　　　　　　　　　　　　　　　**January 2025**
- Awarded Coding Award & Airmanship Trophy out of 45 teams and secured 2nd Place Overall at the regional competition hosted by The REC Foundation & Robolink

Code Ninjas Game Jam | Java, Lua, Roblox Studio, MCreator, Blockbench　　　　　　**June 2025**
- Designed and deployed a fully functional Roblox game within 24 hours using Lua scripting and Roblox Studio
- Developed a Minecraft mod with custom models and mechanics using Java, MCreator, and Blockbench

Spring 2022 Virtual Hackathon | Java　　　　　　　　　　　　　　　　　　**May 2022**
- Awarded 2nd Place and Best Problem Solver out of all participating teams, hosted by Cal State University of San Marcos

Hydra Hacks West Coast Hackathon | Java　　　　　　　　　　　　　　　　**June 2021**
- Awarded Best Beginner Hack out of 146 participants at the largest West Coast hackathon for marginalized genders