Darren Trieu

(416) 628-0978 | darrentrieu03@gmail.com | [LinkedIn](#) | [GitHub](#) | [Website](#)

TECHNICAL SKILLS

Languages: C, Python, Java, JavaScript, HTML/CSS, C#, SQL, Bash Scripting
Frameworks: React, Node.js, Express, Flask, WebRTC, Mocha, Chai
Developer Tools: Git, Unity, Godot, Agile, Scrum, Figma, Jira, mySQL, Docker, MongoDB, Firebase, NeDB

EDUCATION

University of Toronto Scarborough   Toronto, ON
Candidate for Honors Bachelor of Computer Science (Co-op) (BSC)   *Class of 2025*

PROJECTS

Passion Pals | *HTML/CSS, Javascript, React, MongoDB, Node.js, Express, Docker, Git, Jira*
- Developed a web application in a team of 6 using the MongoDB Express.js React Node.js stack with RESTful API, and implemented CI/CD using GitActions, Docker, and Kubernetes
- Practiced Agile and Scrum methodologies, facilitating regular stand up meetings on Slack and sprint cycles on Jira to collaborate and communicate with teammates effectively
- Features user authentication with email, event management, searching and filtering feed, friends functionality, live messaging, SMS notifications, real-time updates, and much more

Act It Out | *HTML/CSS, Javascript, React, Next.js, Express, Git, WebRTC*
- Collaboratively developed "Act It Out" in a team of 3, a Next.js-based web application allowing users to seamlessly drop in and play charades with friends
- Engineered RESTful API architecture integrating WebRTC for real-time video communication and sockets for concurrent game functionality, ensuring smooth interaction between frontend and backend systems

PintOS | *C, Linux, Git*
- Collaborated within a team of three to complete PintOS projects one through four, contributing ideas, insights, and code, honing both individual and group project management skills
- Engaged in a comprehensive study and practical implementation of operating system principles, gaining hands-on experience in kernel development, system calls, threads, memory management, and core OS functionalities

Magic Survivors | *Godot, GDScript*
- Created Magic Survivors using the Godot game engine, acquiring proficiency in diverse areas such as game development, game design, user interface design, and user experience
- Demonstrated problem solving skills by addressing challenges in developing dynamic combat, progressive leveling, skill systems, and item systems to create a fun user experience
- Gained hands-on experience with the Godot game engine, showcasing competence in utilizing and adapting to different frameworks for software development

KirboBot | *Python, Flask*
- Developed an interactive Discord Bot using Python and Flask, enhancing user engagement and interaction through varied responses and commands
- Enabled bot interactions, allowing responses to user messages and functionalities such as joining/leaving voice channels, as well as commands to play music, enhancing user engagement and entertainment within Discord servers

OfCourse | *Android Studio, Java, Firebase, Git, Figma*
- Collaborated within a team of 5 to create an Android application using Android Studio to develop the application, Firebase for database management, and Figma for UI design, practicing the agile management framework to ensure excellent team communication and collaboration
- Developed an algorithm for scheduling academic courses, allowing users to generate personalized timelines based on their desired courses

Power Platform | *Assembly, MARS 4.5*
- Developed a robust platforming game using MIPS assembly in MARS 4.5, demonstrating proficiency in low-level programming and deepened understanding of computer architecture concepts
- Implemented diverse game mechanics, including a health system, interactive items, moving platforms, dynamic sprites, and animated win/lose screens, showcasing versatile programming abilities