VIVIAN TRIEU

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EDUCATION

CALIFORNIA POLYTECHNIC STATE UNIVERSITY, POMONA Pomona, CA
Bachelor of Science in Computer Science, Aug 2020 – December 2023
Cumulative GPA: 3.55
Honors: Graduated Cum Laude, President's List 2022–2023, Dean's List (Fall 2022–Fall 2023)
Relevant Coursework: Software Engineering; Data Structures & Algorithms; Artificial Intelligence; Object-Oriented Programming; Mobile App Development; Game Development; Assembly Programming; Computer Graphics; Database Systems

TECHNICAL SKILLS

Primary Skills: HTML/CSS, JavaScript, Figma, Flutter & Dart, ReactJS, Java, SQL
Additional Skills & Experience: C++, C#, GitHub/Git, MIPS, Blender, Unity, AWS, JavaFX
Certifications: Meta Front-End Developer Certificate

PROJECTS

UNIVERSITY SOCIAL MEDIA MOBILE APP – *Dart, Flutter, API Integration, Figma* Nov 2023 – Present
- Front-end development team member for a Dart and Flutter-based university social media app, specializing in creating widgets and facilitating API integration with the backend team to ensure app functionality.
- Contributed to implementing critical front-end features such as user authentication, search functionality, and a friendship system, thus accelerating production pace upon joining the team.
- Led efforts to organize and write more concise code, improving readability, maintainability, and overall code quality.

RESUME SCREENER WEB APP – *React, CSS, JSX, AWS, API Integration, Figma* Sept – Dec 2023
- Led front-end development team as project manager and developer for a Resume Screener Web App.
- Designed and implemented Tinder-style interface for job recommendations, utilizing AI to parse uploaded user resumes in PDF format and generate user profiles, thereby streamlining the job search process.
- Collaborated closely with the backend team to integrate AWS Lambda functions, enabling handling of HTTP requests and automatic profile creation on the user interface.

2D PIXEL PLATFORMER GAME – *C#, Unity* March – May 2023
- Initiated and executed all game art responsibilities as the sole artist, encompassing concept design, character and environment artwork, and asset creation.
- Utilized tile maps in Unity to design attractive backgrounds and implemented character sprite animation & movement in C#.

RESTAURANT FOOD DELIVERY SYSTEM – *JavaFX, CSS, SQL* Feb – May 2023
- Collaborated with a 6-person team to devise and implement a successful Restaurant Food Delivery subsystem as a desktop application which included Admin, Customer, and Driver portals.
- Utilized JavaFX, CSS, and Scene Builder for front-end, styling, and back-end development, respectively, with MySQL for the database.
- Participated in full-stack development with a MVC architecture, but mainly specialized in CSS styling and UI design.

GAME COMPANION MOBILE APP – *Dart, Flutter* Nov – Dec 2021
- Designed and developed a fully functional mobile application using Flutter and Dart.
- Supported the entire application lifecycle (concept, design, test, release, and support).
- Published on the Google Play store; 100+ downloads while active.

ACTIVITIES

GAME DEVELOPMENT CLUB Pomona, CA
Active Member Jan 2023 – May 2023
- Collaborated closely with a cross-functional team of fellow club members to complete a semester-long game development project.
- Conceptualized and produced all in-game assets, providing a cohesive visual identity for the project.