

Abraham Trinh

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Education

Bachelor of Science, Computer Science (Software Engineering)

August 2018 – December 2022

Arizona State University – Tempe, AZ

GPA: 3.81 / 4.00

Honors: Summa Cum Laude, Eta Kappa Nu Honors Society, Dean's List (2018 – 2022)

Work Experience

Medtronic

Mounds View, MN

Software Engineer I

January 2023 – Present

- Work on the MyCareLink Heart (MCLH) team

Summer Engineering Intern

June 2022 – August 2022

- Developed **Azure DevOps** pipelines to implement **CI/CD** within MCLH development cycle
- Wrote **Powershell** scripts to queue automated tests with custom Test Manager
- Wrote unit tests in **C#** to test new features in MCLH **Xamarin.Forms** application

EdPlus at Arizona State University

Scottsdale, AZ

Computer Science Course Tech Assistant

March 2021 – December 2022

- Coordinated with ASU instructors to develop an interactive online course for an intro CS course teaching **Java**
- Developed in-depth video content to aid student learning in specialized topics
- Designed learning strategies for learning **Java** reaching 1600+ students

Ira A. Fulton Schools of Engineering at Arizona State University

Tempe, AZ

Undergraduate Teaching Assistant

January 2021 – December 2021

- Tailored individualized learning strategies for learning **C/C++** to 250+ students
- Facilitated office hours and monitored discussion board to answer student questions
- Reviewed lecture and quiz material to allow for effective teaching and learning comprehension

Pacific Sunwear of California

Glendale, AZ

Product Lead

August 2018 – September 2019

- Managed the store shipment and applied faster shipment processing tactics to increase efficiency by 25%

Sales Lead

February 2018 – August 2018

- Provided orientation and training to new staff to further build an effective and efficient work environment

Sales Associate

November 2017 – February 2018

Technical Skills

Operating Systems

Windows, macOS, Linux

Programming

C++, C#, C, Java, Python, MATLAB, Unix shell, Powershell

Mobile App Development

Swift, SwiftUI, UIKit, Xamarin, Xamarin.Forms

Software Engineering

CI/CD, SQA, Unit testing, Software architecture, Design patterns

Tools

Git, Postman, Azure DevOps, Unity

Projects & Extracurricular

Capstone: Game Development | C#, Unity

Developer

January 2022 – December 2022

- Worked in a team of five to develop a rogue-like role-playing game with procedural level generation using **Unity**
- Researched and implemented the game's procedural generation and level design using **C#**
Algorithms researched: *cellular automata, marching squares, and edge detection*

Boba Buddy: iOS Application | Swift, UIKit, Google Places API

Designer and Developer

October 2021 – December 2021

- Developed an iPhone application using **Swift** and **UIKit**, allowing users to find nearby Boba Tea shops

Google Developer Student Club at ASU

Vice President

February 2022 – December 2022

- Met with core executive members to discuss club meetings and develop coding workshops for 800+ club members

Creative Lead

September 2021 – February 2022

- Promoted upcoming events and managed event live streams

Sun Devils DJ Club at ASU

Marketing Lead

February 2022 – December 2022

- Collaborated with marketing team members to promote upcoming events and create advertising for social media

IEEE-Eta Kappa Nu, Epsilon Beta Chapter

Alumni

November 2021 – Present