Abraham Trinh

📞 +1–(623)219–7717 ✉ me@abrahamtrinh.com ⓘ abrahamtrinh.com
github.com/abrahamtrinh in linkedin.com/in/abraham–trinh

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
Web Development	React, Node.js, Tailwind CSS
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 *January 2022 – December 2022*
- Met with core executive members to discuss club meetings and develop coding workshops for 800+ club members

Creative Lead *August 2021 – January 2022*
- Promoted upcoming events and managed event live streams

Sun Devils DJ Club at ASU
Marketing Lead *August 2021 – December 2021*
- 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*