

ANDY TRINH

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EXPERIENCE

JANUARY 2020 – PRESENT

WEB DEVELOPMENT SPECIALIST, UCONN

Design, write, test, and implement web applications for UConn Avery Point's campus website. Participated in staff committee meetings to discuss the design plan for current or new web page.

JANUARY 2020 – PRESENT

ACADEMIC CENTER TUTOR, UCONN

Conduct one-on-one tutoring sessions with students involving mathematics and computer science on campus.

EDUCATION

2019 - 2023

BACHELOR OF SCIENCE IN ENGINEERING, UNIVERSITY OF CONNECTICUT

Major: Computer Science and Engineering

Cumulative GPA: 3.92 / 4.0

SKILLS

- JavaScript (fluent)
- Python (proficient)
- C++ (prior experience)
- Django
- NodeJS
- ReactJS

PROJECTS

Web-Based Maze Game

With the usage of JavaScript, HTML, CSS, and MatterJS, developed an interactive maze game that generates a random new maze each instance with the usage of a recursion algorithm.

HONORS

January 2018

Future Business Leader of America Computer Science Competition

Ranked second place in a competition that involved taking an exam on computational thinking and problem solving.