Andy Trinh
Undergraduate Student

Andy Trinh
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Education

University of Connecticut/ Bachelor of Science in Engineering
August 2019 - May 2023

Cumulative GPA: 3.92 / 4.0

Major: Computer Science and Engineering

Projects

Web-Based Maze Game
December 2019 - January 2020

- With the usage of javascript, HTML, and MatterJS, developed an interactive maze game that generates a random new maze each instance.

Sudoku Solver
December 2019

- Created a sudoku solver in python, that uses a backtracking algorithm to find the answer within an efficient time complexity. Recursion was used to make the algorithm possible.

Skills

Programming Languages: Python, Javascript, HTML, CSS

Frameworks: Django, NodeJS

Operating Systems: Windows, Linux

Work Experience

UCONN/ Tutor Instructor
January 2020 - Present

- Conduct one-on-one tutoring sessions with students involving mathematics and computer science at the University of Connecticut, Avery Point.

Honors

Dean's List
September 2019 - December 2019

FBLA Computer Science & Coding Competition
January 2018

- Scored the second-highest score in an exam involving computational thinking and problem-solving.