

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

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

Sudoku Solver

- 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 (*proficient*), C++ (*prior experience*), Javascript (*fluent*), HTML (*fluent*), CSS (*proficient*)

Frameworks: Django, NodeJS, ReactJS

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 on campus.

Honors

Dean's List

September 2019 - December 2019

- Achieved minimum required GPA to make the dean's list

FBLA Computer Science & Coding Competition

January 2018

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