




Tyler Trinh

 tylertrinh.ca
 bvtrinh@sfu.ca
 github.com/bvtrinh
 linkedin.com/in/bvtrinh

EDUCATION

Simon Fraser University

BS in Computer Science

Sept 2016 - May 2022 (Expected Grad)

GPA 3.64/4.33

EXPERIENCE

Zari Enterprises

IT Consultant

June 2021 - Present

Abbotsford, BC

SFU

Junior Web Application Developer

May 2021 – Present

Burnaby, BC

FABCYCLE

Full Stack Developer

Jan 2021 – Apr 2021

Vancouver, BC

- Created a web application with Express and React to streamline fabric entry to Shopify
- Implemented a camera module to capture, send and bind images to products on Shopify
- Conducted code reviews and created unit tests to maintain high quality code standards

Genome Sciences Centre

Client Support Technician

Jan 2019 – Aug 2019

Vancouver, BC

- Created a web application with CodeIgniter to securely store and manage passwords
- Designed Python scripts to assist with user onboarding and offboarding process
- Communicated effectively with users to pinpoint issues and provide solutions

SKILLS

- **Coding:** Javascript/Typescript, Python, PHP, and C/C++
- **Web development:** Express, React, Angular, CodeIgniter, Bootstrap, Chakra UI, HTML, and CSS
- **Databases:** PostgreSQL, SQLite, and MongoDB
- **Deployment:** Google Cloud Platform, Heroku, Docker, Nginx, and Namecheap
- **Tools:** Git, Github Actions, Unix Shell, Selenium, Jest, Figma and \LaTeX

PROJECTS

SparkList

Apr 2020

Web-based Information Systems

- Designed an Express application to share wishlists with friends and track item prices
- Created a Kubernetes cluster on GCP to manage load balancing and rapid deployment
- Used the Recombee API to provide item recommendations based on other items added

Tuning

Dec 2019

Introduction to Software Engineering

- A web application built with Express to play song trivia with friends and family
- Utilized the Spotify API to retrieve song previews and metadata to populate Postgres database
- Implemented game logic with client side Javascript for gameplay on single and multiplayer