CARSON TRINH

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WORK EXPERIENCE

Amazon Web Services – S3 (Simple Storage Server)   May to Aug 2018

Software Development Engineer Intern

- Designed and implemented a cluster-computing based service to replace an internal S3 service
- Reduced processing time of 3 trillion metadata records by 40% in the development environment
- Cut cost of service by 20% in the development environment
- Written using Java, Apache Spark, AWS S3, EMR, Guice, Mockito

UC Berkeley – Educational Technology Services   Jan 2018 to Present

Supervisor

- Lead a team of 5 technology student consultants
- Manage 3 instructional computing facilities throughout the UC Berkeley campus
- Assist professors across campus by investigating and solving escalated technical issue tickets

Computer Science Mentors   Aug 2016 to Dec 2017

Mentor (Courses: Intro to CS, Data Structures)

- Teach and mentor weekly 5-student sections of CS undergraduates
- Explain technical CS fundamentals in an engaging and intuitive fashion

SKILLS & INTERESTS

Languages – (Proficient) Java, Python, C, (Intermediate) Ruby, Node.js, JavaScript, HTML/CSS
Other – Android, Spark, AWS, Git, Rails, Guice, JUnit, Mockito, BeautifulSoup
Interests – full-stack, mobile, design, human-computer interaction

EDUCATION

University of California, Berkeley   May 2019

Computer Science, B.A. – 3.6 GPA

- Relevant Coursework

Data Structures	UI Design and Dev.	Databases	Artificial Intelligence
Algorithms	Computer Security	Operating Systems	Computer Architecture

PROJECTS

CheatSeats (Android, Java, Figma)   Fall 2018

Course: UI Design and Development

- Created a mobile app to provide crowd-sourced updates on congestion of campus study spaces
- Led five-person team through an iterative design process (user studies, wireframing, prototyping)
- Focused on UI/UX elements to prioritize accessibility and ease of use
- Employed proper Git collaboration and management

Represent (Android, Java)   Fall 2018

Course: UI Design and Development

- Wrote a mobile app to deliver facts about representatives to voters
- Prototyped mockups in Figma, implemented app in Android Studio
- APIs used: Google Location, Geocodio, ProPublica Congress

PintOS (C)   Spring 2018

Course: Operating Systems and System Development

- Designed, implemented, and tested an operating system
- Implemented priority schedulers, concurrency, syscalls, argument passing, and a Unix file system
- Worked in a team of four, employing proper Git collaboration and management

Secure File Storage (Python)   Spring 2018

Course: Computer Security

- Designed and implemented a secure file storage client on a potential malicious storage server
- Applied cryptographic tools such as asymmetric cryptography, MACs, and AES encryption to guarantee a set of security guidelines
- Utilized a merkle tree to allow efficient updates of files and to facilitate sharing

Brudencar Chatbot (Python)   Oct 2017

Cal Hacks 4.0

- Created a full-stack web chatbot in 48 hours that learns from conversations using Dialogflow
- Added functionality using BeautifulSoup that summarizes recent news on user-requested topics