CHUC AN TRINH (AN)

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EDUCATION

University of British Columbia   *Expected graduation: May 2028*

Bachelor of Science (BSc) in Computer Science

Honors and Awards:

- Dean's List Winter 2024/2025
- Awarded the Outstanding International Student Award (2024)

Related Coursework: Software Construction, Data Structures and Algorithms, Statistical Inference, Discrete Math

PROJECT EXPERIENCE

Flux *(React, TypeScript, Tailwind, Supabase)*   *2025*

Personal Project

- Built a study-together web application with structured focus rooms, timed sessions, and preserved room data tied to authenticated users
- Implemented Supabase email–password authentication and designed secure PostgreSQL schemas with custom RLS policies for users, rooms, and session data
- Added real-time features such as live online member counts using Supabase RealtimeDesigned a clean, responsive UI with React, TypeScript, and Tailwind, and deployed the project on Vercel with full environment configuration

MiniMe - HackCamp 2025 *(React, HTML, CSS, JavaScript)*   *2025*

Hackathon Project – Developer

- Collaborated with a 4-person team to develop a gamified self-care companion app within an 18-hour hackathon, enabling users to build healthy habits through tasks, avatar interactions, and mood tracking
- Implemented weather-based avatar states, real-time dashboard updates, and interactive task flows using React and external APIs
- Designed and illustrated a responsive interface with HTML/CSS, creating a cohesive visual style for the self-care game system

Photobooth Web Application *(Python, HTML, CSS, JavaScript)*   *2025*

Personal Project

- Built a browser-based photobooth app with live webcam preview, countdown timers, and automated photo capture, creating a smooth and interactive user experience
- Implemented customizable strip templates and selection logic that let users curate their best shots and apply filters/frames, improving personalization and usability
- Developed server-side image processing with Python Flask and Pillow to generate clean, high-resolution downloadable photobooth strips

Sales Management Application *(Java)*   *2025*

Personal Project

- Developed a structured sales and inventory management system using object-oriented design with encapsulated product classes, custom exceptions, and collection-based inventory handling
- Implemented features for adding, searching, and viewing products with fields such as unit cost, selling price, and stock quantity, along with terminal-mode functions for processing sales and calculating profit
- Built a simple Swing GUI for core inventory operations and integrated JSON-based data persistence to manually save and load inventory and sales records on demand

SKILL

- **Technical Languages:** Java, Python, JavaScript, TypeScript, HTML, CSS, C++, C, R, SQL, Assembly
- **Libraries and Frameworks:** React, Tailwind CSS, Flask, Pillow, Pycord, Swing
- **Tools & Technologies:** Supabase, Vercel, Git/GitHub, REST APIs, JSON, Jupyter Notebook