

# CHRISTOPHER TRINH

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## EDUCATION

### Boston University

Bachelor's in Computer Science

Minor in Visual Arts

September 2016 – May 2020 (Expected)

- ▶ GPA: 3.14 / 4.0

## EXPERIENCE

### Boston University

Teaching Fellow, Internet Tech and Web Programming

May 2018 – Present

- ▶ Attend class daily to provide assistance side-by-side with the professor and answered student inquiries through email
- ▶ Facilitate technical and logistical questions between students and course staff about daily assignments and class topics

Course Assistant, Introduction to Computer Science

January 2018 – Present

- ▶ Hold daily office hours to provide one-on-one student assistance concerning assignments and the course
- ▶ Teach weekly lab sections and graded student assignments

Terminal Assistant, Engineering Manufacturing Annex

September 2016 – Present

- ▶ First tier administrative support in hardware and software
- ▶ Assist students with technical questions related to assignments and projects

## COURSES

Computer Science

- ▶ Introduction to Computer Science I & II, Combinatoric Structures, Computer Systems, Introduction to Algorithms, Geometric Algorithms

Visual Arts

- ▶ Painting I

## SKILLS

### Programming (proficient)

- ▶ Python, Java, HTML/CSS, Javascript

### Programming (familiar)

- ▶ C, Swift

### Tools and Frameworks

- ▶ Git, Android Studio, Xcode, Vim, LaTeX

### Design and Media

- ▶ Adobe Photoshop, Sony Vegas Pro, Wordpress, Game Maker Studio, Unity

## PROJECTS

### BU Shuttle

- ▶ Working on an iOS/Android app in Flutter for the BU Shuttle
- ▶ Implemented data fetching from an in-house API

### Project BUN

- ▶ Working on a desktop game in Game Maker Studio
- ▶ Single-level platformer focused on fast-paced arcade action

## AWARDS

- ▶ 2nd Place at Microsoft New England Machine Learning Accessibility Hackathon