

Christopher Trinh

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Boston, MA

TECHNICAL LANGUAGES

Python, Java, HTML5, CSS3,
JavaScript, Dart, C#, SQL,
SQLite

TOOLS AND FRAMEWORKS

Flutter, jQuery, React.js,
Node.js, Flask, Git, LaTeX,
Agile Development,
Interaction Design, Adobe
Photoshop, Sony Vegas Pro,
GameMaker Studio, Unity

OTHER SKILLS

Japanese, Spanish, Vietnamese

AWARDS

Student Employee of the Year

– *Nominee* March 2018

Microsoft New England

Machine Learning &

Accessibility Hackathon – 2nd

Place June 2018

EDUCATION

Boston University – B.A. Computer Science

Boston, MA | Sep 2016 – May 2020

- GPA: 3.14 / 4.0
- Relevant Coursework: Fundamentals, Data Structures, Combinatoric Structures, Computer Systems, Algorithms, Geometric Algorithms, Probability in Computing, Databases and Data Mining, Concepts of Programming Languages

EXPERIENCE

Hariri Institute of Computing – Product Developer / Designer

Boston, MA | Sep 2018 – Dec 2018

- Developed Agile development skills while working with mentors from Liberty Mutual to design and prototype a code feedback web app with React.js, Node.js, and Flask

Boston University – Senior Terminal Assistant

Boston, MA | Sep 2016 – present

- Supervise 20+ TAs with undergraduate computer science account database management and generate optimal schedules each semester
- Increased workspace efficiency by 35% by restructuring and automating dated staff protocols
- Perform first-tier administrative support in hardware/software

COMMUNITY

Introduction to Computer Science – Course Assistant

Boston, MA | Jan 2018 – present

- Hold weekly office hours to provide one-on-one student help and help the teaching fellow facilitate weekly lab sections

PROJECTS

CodeStyle Sep 2018 – Dec 2018

- Web app built in React.js, Node.js, and Flask that gives feedback on user's coding style by parsing regular expressions

BUS Mobile May 2018 – July 2018

- iOS/Android app built in Flutter that tracks live position of BU shuttle bus on campus down to the minute

Project Pursuit May 2017 – August 2018

- Short action-adventure game built in GameMaker Studio