

# Christopher Trinh

## Software Engineer

### CONTACT

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github.com/ctrinh98

### HARD SKILLS

#### Technical Proficiencies

Python, Java, JavaScript,  
Angular, MySQL, MongoDB,  
Firebase, HTML/CSS, Ionic,  
WordPress, React, Svelte,

#### Graphic Design

Adobe Photoshop, Adobe  
Premiere, Adobe Audition

### SOFT SKILLS

Communication, Teamwork,  
Flexibility, Problem Solving,  
Self-management, Adaptability,  
Quick Learner

### PROJECTS

#### BUS Mobile

Mobile app developed in the  
Flutter framework as a  
proof-of-concept to better track  
university bus shuttle system

#### Portfolio Web

Personal website designed to  
portray passions and projects

### INTERESTS

Digital Art, Video Editing and  
Production, Vlogging and  
Travel, Video Games

### ABOUT

Experienced software engineer with a background of building  
applications and tools for web and mobile devices

Expert in Python, Java, React.js, JavaScript, and the Adobe suite

### EDUCATION

#### Boston University / M.S. in Computer Science

September 2020 - May 2022, Boston, Massachusetts

- Anticipated completion: May 2022

#### Boston University / B.A. in Computer Science

September 2016 - May 2020, Boston, Massachusetts

#### Extracurriculars / at Boston University

January 2018 - May 2020, Boston, Massachusetts

- Senior Web Developer of BU AR/VR
- Senior Course Assistant for Intro to Computer Science

### EXPERIENCE

#### Pixel Machinery / Software Engineer and IT Developer

June 2020 - April 2021, Boston, Massachusetts

- Develop Python scripts to automate onboarding for clients
- Solve helpdesk tickets and communicate with client's employees over screenshare to resolve software issues
- Assist in upkeep of local company database portal using Django with information stored from 50+ clients

#### SAIL at Hariri Institute for Computing / Software Engineer Intern

May 2019 - May 2020, Boston, Massachusetts

- Design UI/UX and handle full-stack development of "IM-WELL" mobile app built with Ionic, Angular, and Node
- Collaborate with researchers, analyze and synthesize customer requirements for project with regular check-ins

#### University of Alabama / VR Game Developer & Designer

January 2019 - November 2019, Tuscaloosa, Alabama

- Design and develop a VR game with Unity where users can use VR gloves to learn and perform sign language

#### Boston University / Senior Terminal Assistant

September 2016 - August 2019, Boston, Massachusetts

- Supervise 50+ TAs with undergraduate computer science account database management and generate optimal schedules each semester
- Increased workspace efficiency by 35% by restructuring dated staff protocols, perform first-tier admin support