

LINH DANG

210-907-9320 | ldang1@trinity.edu | <https://www.linkedin.com/in/linh-dang-2001/> | <https://github.com/ldang1>

EDUCATION

Trinity University, 1 Trinity Pl, San Antonio, TX 78212
Bachelor of Science in Computer Science | Minor Communication

Cumulative GPA: 3.62
Graduation: May 2023

SKILLS

Proficient Languages: Python, JavaScript, Java, CSS, HTML
Languages: Scala, C, C++, C#, Haskell, Processing, SQL
Environments: Microsoft Visual Studio, Visual Studio Code, MySQL, Unity, Android Studio
Libraries/Frameworks/APIs: React.js, Node.js, Three.js, Pandas, NumPy

RELEVANT EXPERIENCE

FPT Software | Software Engineer Intern *May 14, 2022 – Sep 6, 2022*

- Implemented front-end features, user interfaces, and a video conference service for a management web application with Angular, TypeScript and Bootstrap.

T&A Ogilvy | Software Engineer and Public Affairs Intern *June 1, 2021 – August 10, 2021*

- Developed T&A Ogilvy website by updating content, industry news, articles, and various features.
- Research the latest change in regulations, market trends, and highlight business information for different types of clients on a daily/weekly basis.
- Draft and conduct bilingual reports in the areas of market analysis, media clipping, business intelligence, communication.

CMC Cyber Security | Software Engineer Intern *June 1, 2020 – August 10, 2020*

- Developed and updated front-end for CMC Cyber Security website serving thousands of customers.
- Contributed to the development of the CMC Antivirus Engine.

PROJECT EXPERIENCE

Spotify Uncovered | *JavaScript, React.js, Node.js, HTML, Material UI, git* | *March 1, 2022 – Present*

- Developed a responsive web application to display metrics of users' playlists from Spotify's API.
- Developed front-end and back-end features for the web application.

Personal Website | *JavaScript, React.js, Node.js, JavaScript, SCSS, HTML, git* | *May 25, 2021 – July 30, 2021*

- Developed a responsive, professional website with **ReactJS**, to organize and showcase my qualifications, skills, contact information, and projects in a creative and personable manner.

Role Playing Game | *Unity, C#, git* | *Sep 10, 2021 – December 2021*

- Developed a classic 2D Role Playing Game with full top-down character movement, dialog system, inventory management, stat tracking, leveling up, shop system, turn based battles, boss battles, quest management and sound.

LEADERSHIP

Vice President, **Vietnamese Student Association**, Trinity University
Team Captain, **Valorant Esport Team**, Trinity University

Aug 18, 2021 – May 14, 2022
Sep 1, 2021 – Present

AWARDS

Trinity University International Scholarship | (\$120,000 over 4 years; \$30,000 annually)
Dean's List

September 5, 2019
Spring 2020 – Present