

Eric Trieu

Software Developer

U.S. Citizen
Secret Clearance
<https://erictrieu.dev>

About me

Flexible developer eager to utilize my skills in different languages and technologies to develop robust customer centric solutions. Quick, adaptive learner prepared to brave the unknown. Excited to collaborate on big projects with others to make a difference.

Education

Bachelor of Science in Computer Science

George Mason University, Fairfax, VA
Northern Virginia Community College, Annandale, VA

DEC 2019

2017 – 2019

2015 – 2017

Relevant Work Experience

Trident Systems Incorporated

Software Engineer

JAN 2020 – Present

- UI/UX design with Figma
- UI development in JavaFX and CSS
- Data parsing and translating with Python
- Message parsing and translating with C++
- Database management with SQL
- Bash scripts to automate build and deployment
- Junit testing
- Code analysis and security checks
- Documentation of the project

Involved in development with project ERSA. Fully designed and implemented a new user interface that will be used daily by the customers when released. Optimized and reduced legacy code. Introduced modern design patterns to improve maintainability. Helped resolve security vulnerabilities. Thorough documentation of the project and creation of user manuals.

Relevant Technical Skill

- Java – User interfaces with JavaFX, server applications with sockets, XML parsing and translating, and correlating data in batches.
- Python – Web scraping, Data parsing and translating, NumPy, Pandas, and machine learning experiments with scikit-learn
- JavaScript/HTML/CSS – React and Angular from Udemy courses to build single page responsive applications
- C – OpenSSL encryptions with AES and DES, steganography
- C++ – Translating data from the FAA into different formats that is used by ERSA
- Bash – Scripts for build and deployment of project ERSA and automation of certain tasks that help facilitate development
- GIT – Collaboration with other members on the same project and GitHub pages
- Figma/Adobe Photoshop and Illustrator – Used to create wireframes and prototypes
- Windows/Linux/OSX – Proficient with most operating systems and Linux commands