JASON TRINH

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EDUCATION

University of California, Berkeley (GPA: 4.0) Berkeley, CA

Bachelor of Science in Electrical Engineering & Computer Science (EECS) ***(Expected May 2027)***

EXPERIENCE

Network Engineer Intern, *Verizon* **June 2025 – Present**

- Created **classification algorithms** with **Python** to identify mislabeled network location codes
- Developed **SQL queries** to extract relevant components from **network addresses** for model implementation
- Leveraged **artificial intelligence** to provide insights on various approaches to prediction models

Firmware Developer, *Formula Electric at Berkeley* **Jan 2025 – Present**

- Designed a **battery state machine** to monitor accumulator charge and circuit output
- Write, implement, and test **firmware** on microcontrollers to send and receive signals between devices and validate hardware development

Machine Learning Assistant, *University of California, San Francisco* **June – August 2024**

- Utilized machine learning to classify **craniectomy outcome** for stroke patients based on de-identified **EMR data**
- Utilized **pandas** and **matplotlib** to preprocess and visualize datasets
- Implemented **random forest classifier** and **decision trees** using **scikit-learn**
- Incorporated **recursive feature elimination** and **class rebalancing** to improve model predictions

Quantum Physics Research Intern, *University of California, Davis* **July – August 2023**

- Constructed a **scanning electron microscope** to tunnel electrons through copper samples
- Measured **electron activity** through various structures to **image atomic surfaces**
- Computationally **visualized the behavior** of an electron in a **lattice structure** using linear algebra and Python/C

Tutor, *University of California, Berkeley* **August 2021 – Present**

- Tutoring subjects in **Computer Science**, Statistics, Chemistry, **Physics**, **Linear Algebra** & Calculus
- Create **tailored curriculum** to guide students in learning

PROJECTS

Lights Off **April 2025**

- Designed a **2D tile-based exploration game** with various obstacles and objectives
- Created an algorithm to implement **random world generation** given a user-input seed
- Created an **A* path-finding algorithm** for an entity to track down player every game step
- Developed a **GUI** in which the player can move, interact, and use abilities within the environment

Speech Classifier **November 2024**

- Performed **DFT spectrogram analysis** to separate and identify frequencies in over 200 recordings
- Achieved 95% accuracy of identifying words using a **classification scheme** via **principal component analysis**

SKILLS

Awards: AIME Qualifier, National Merit Finalist

Languages: Python, Java, C, SQL

Libraries: pandas, NumPy, Matplotlib, scikit-learn, seaborn

Relevant Coursework: Probability & Random Processes, Optimization, Data Structures & Algorithms