

# Judy Trinh

jtrinh74@gmail.com / judytrinh.com / 215-764-7412

## University of Pennsylvania

School of Engineering & Applied Science

### Coursework

May 2014 | **BSE in Digital Media Design**

*\*Interdisciplinary major in Computer Science, Fine Arts, & Communication*

May 2015 | **MSE in Computer Graphics and Game Technology**

GPA: 3.54 | Honors: Cum Laude, Dean's List 2010-2011

Software Engineering, Algorithms, Web Technologies, Javascript, Linux/Unix, Game Design and Development, Game Design Practicum, Adv. Computer Graphics, Computer Animation, Physically Based Animation, Image Processing, Adv. 3D Modeling, Engineering Entrepreneurship

## professional experience

### Zynga

Software Engineer  
San Francisco, CA  
August 2015 - Present

Fullstack programming and agile development on Game Services central tech team to provide internal services for game integration.

**Payments** Laid foundation for Payments platform's new admin UI that game teams will use to manage their game's In-App Purchases. Built out core app view structure and integrated high-coverage unit tests. Built in JavaScript using AngularJS, Bootstrap, LESS, Karma, Jasmine, Grunt. Wrote server endpoints for admin UI features and addressed Payments server migration blockers. Worked in Java using Spring.

**Messaging** Built admin UI for push notif, facebook notif, and email platform used by a majority of Zynga's game teams to send promotional and transactional messaging to their players. Built in JavaScript using AngularJS, Bootstrap, LESS, Grunt.

**New Words with Friends** Implemented web UI features for game localization. Used JavaScript, HTML/CSS (Handlebars/LESS).

**Intern Innovation Competition Winner (5 person team)** Spent 4 weeks designing and prototyping an original turn-based brawler that uses timing and gesture-based input battle mechanics. Won 1st place out of 7 teams. Worked on tap and swipe timing sequences, art direction/asset creation, integration of art assets, attack sequence design, and lighting. Developed in Unity (C#).

### WaPo Labs

Software Eng. Intern  
San Francisco, CA  
May - August 2013

**Washington Post Social Reader** Implemented web UI elements for a variety of features. Enhanced search dropdown render view; introduced a 'Related Topics' section into search results; integrated Cloudinary image services for on-the-fly cropping and resizing; built user read history streamgraph visualization. Used JavaScript/CoffeeScript (Backbone, D3), HTML/CSS (Handlebars/LESS), and Python.

### UPenn SEAS

TA, Mentor  
Philadelphia, PA  
Jan - Dec 2013

**Intro to Computer Programming** Led a recitation of 15 students introductory programming concepts in Java. Planned and taught recitations, held office hours, graded homework and exams. Developed reasoning skills assisting students.

## projects

### MessLess

PennApps, Fall '13  
4 person team

Hands-free cook-along recipe guide built with the Leap Motion controller. Breaks recipes from the Yummly API into easily readable chunks; parses for cooking times and sets timers. Used JavaScript (Backbone), HTML, CSS (SASS).

### Phase Change

Web Tech, Spring '13  
5 person team

Web-based collaborative music experiment. Users create musical "nodes" that form trees, where traversed paths of the tree form a collaborative musical piece. Implemented front end functionality. Used JavaScript (Backbone, Three.js), HTML, CSS.

## skills

### Languages

Java, JavaScript. Familiar with Unity C#, C++, Bash/Unix.

### Frameworks

AngularJS, Node.js, LESS/SASS, Jasmine, Karma, Grunt, JQuery, Git. Familiar with Java Spring, Backbone.js.

### Software

Unity, Autodesk Maya, Photoshop, Illustrator.