

# Judy Trinh

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## 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, Adv. Computer Graphics, Computer Animation, Physically Based Animation, Image Processing, Engineering Entrepreneurship

## Zynga

### Zynga Poker

Sr. Software Engineer  
July 2017 - Present

Full stack agile development on game features in PHP/Hack, Unity (C#), Java.

Led a solo project for a yet-unreleased system to be leveraged by other game features and technical artists. Designed the architecture, wrote backend services, created authoring and validation tools for artists to use, integrated system into existing asset loading infrastructure.

Shipped **Spin & Win**, a tournament mode where a spin of the wheel determines the final payout. Responsible for the pre-start animation sequence across the stack. Co-authored client arch doc, refactored tournaments logic, implemented server-authoritative handoff of messages from backend to client, coordinated client messaging between animation elements, tested and fortified sequence robustness against high latency conditions.

### Game Services

Software Engineer  
August 2015 - July 2017

Fullstack work on the central tech team to provide internal services for game integration.

**Payments** Built foundational UI and unit tests for Payments platform's new admin UI that game teams use to manage their game's In-App Purchases. Built in Javascript using AngularJS, Bootstrap, LESS, Karma, Jasmine, Grunt. Wrote server endpoints for admin APIs and addressed Payments server migration blockers. Used Java 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.

### Words w/ Friends

Software Eng. Intern  
June - August 2014

Implemented web UI features for game localization. JS, 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.

### Additional Experience

**Software Engineering Intern** at **WaPo Labs** on the **Washington Post Social Reader Teaching Assistant & Mentor** at **UPenn CIS** for **Intro to Computer Programming**

### Projects

**MessLess, PennApps Fall '13, 4 person team** - Hands-free cook-along recipe guide built with the Leap Motion controller.

**Phase Change, Web Tech, 5 person team** - Collaborative node-based music editing experience.

### Languages & Tools Frameworks & Libs

Java, C#, Javascript, PHP/Hack, Bash/Unix, Git. Familiar with SQL.

Unity, React, AngularJS, LESS/SASS, Jasmine, Karma, Grunt, JQuery. Familiar with Java Spring.

### Software

Autodesk Maya, Photoshop, Illustrator, Balsamiq Mockups.