Melody Trinh

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EDUCATION

Santa Clara University   **2020 - 2024**
Bachelor of Science in Computer Science and Engineering   **Santa Clara, CA**
Minor in Graphic Design

RELEVANT COURSEWORK

OO Programming and Advanced Data Structures • Algorithms • Web Development • Computer Networks • Web Usability • Information Design • Front-end Design • Operating Systems • Compilers • Computer Architecture • Probability and Statistics

SKILLS

Software Engineering
- HTML, CSS, JavaScript, Java, C, C++, C#, Python, SwiftUI, Linux

Application Software
- Adobe Creative Cloud (Photoshop, Illustrator, XD, After Effects), Figma, Cinema 4D

SELECTED PROJECTS

AR Storybook   **June 2023 - June 2024**
- Developed an interactive AR web application using JavaScript and 8th Wall to engage PK learners in computational thinking concepts through immersive, hands-on experiences
- Created original 3D AR models in Blender to enhance a storybook designed in Adobe Illustrator
- Leveraged WebXR API and WebGL for an in-browser AR experience, compatible with both Android and iOS

Permit Pal   **September 2023 - December 2023**
- Developed iOS app with SwiftUI to accurately validate vehicles in a parking lot by scanning its license plate
- Utilized Google Sheets API and Apple's Vision framework to implement database and scanner respectively
- Followed software development process using Agile Scrum methodology
- Designed UI interface on Figma and icons on Illustrator

Carte   **November 2023 - December 2023**
- Designed and prototyped mobile application for selecting dining destinations using Figma and After Effects
- Utilized interface design strategies: problem identification, user study, ideation, wireframing, and prototyping
- Used design principles and information architecture to effectively communicate application's purpose

EXPERIENCE

NicaAgua Design Assistant | Santa Clara University   **January 2024 - September 2024**
- Partnered with Frugal Innovation Hub to develop a mobile app providing small farmers in Nicaragua with real-time climate forecasts to support decision-making
- Collaborated with the design team on app icons, user interfaces, data visualization, and layout
- Coordinated with the development team to ensure design feasibility and proper implementation

Graphic Design Assistant | Santa Clara University   **September 2023 - September 2024**
- Collaborated with Santa Clara University Event Planning Office and Performing Arts Center to create web, digital, and print materials
- Designed promotional materials, including email templates, menu cards, signage, and event logos that align with the university brand guidelines and the institution's marketing strategy using Adobe CC and Terminalfour

Webgame Designer and Developer | Santa Clara University   **October 2022 - June 2023**
- Project funded by the National Science Foundation to create an interactive web-based game targeted for K-12 to learn about the movements of surgical microbots as it unclogs a blood clot
- Created visual components and UI using Procreate, Illustrator, and Figma
- Collaborated with a team of three in both the backend and visual development of the game - combines technical and artistic experience