

Melody Trinh

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EDUCATION

Santa Clara University

Bachelor of Science in Computer Science and Engineering

Minor in Graphic Design

Graduating June 2024

Santa Clara, CA

RELEVANT COURSEWORK

OO Programming and Advanced Data Structures • Design and Implementation of Programming Languages • Algorithms • Web Development • Computer Networks • Web Usability • Information Design • Front-end Design • Operating Systems • Compilers

SKILLS

Software Engineering

- HTML, CSS, JavaScript, Java, C, C++, Python, SwiftUI, Linux

Application Software

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

SELECTED PROJECTS

AR Storybook

June 2023 - Present

- Develop AR web application in JS through 8th wall to introduce computational thinking skills to users
- Create cohesive and aesthetic 3D models in Blender to bridge physical storybook with digital AR
- Build interesting plot and implement interactive activities that target the PK age group

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

Carte

November 2023 - December 2023

- Designed 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

Flashcard Application

January 2023 - March 2023

- Developed a webpage that can create flashcard sets from user input
- Written in HTML, CSS, and JS and utilizes local storage to store created sets
- Used node.js to create HTTP server for application

EXPERIENCE

NicaAgua Design Assistant

January 2024 - Present

- Collaborate with the design team to create visually appealing app icons, user interfaces, data visualization, and layouts for mobile application that helps small farmers gain access to real-time climate forecasting
- Work closely with the development team to ensure the feasibility and proper implementation of design elements during the development phase and artistic experience

Santa Clara University Graphic Design Assistant

September 2023 - Present

- Collaborate with Event Planning Office and Performing Arts Center to create web, digital, and print materials
- Design 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

October 2022 - June 2023

- Created visual components and UI using Procreate, Illustrator, and Figma for project funded by the National Science Foundation
- Collaborated with a team of three in both the backend and visual development of the game - combines technical and artistic experience