





STEVEN TRUONG

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EDUCATION

University of California, Los Angeles
Mathematics of Computation, B.S. (Expected 2020)
> GPA: 3.94 / 4.00

August 2016 – Present

EXPERIENCE

Amazon Web Services, Service Quotas
Software Development Intern

June 2019 – September 2019

- > Wrote code in multiple packages for multithreaded servers and serverless architectures in a distributed system
- > Designed and implemented an API that enables Service Quotas to notify customers of changes to their quota increase requests, which allows them to speed up deployment flows by listening for these notifications
- > Applied whitelisting strategies to enable safe and controlled rollout of code across various deployment stages

BruinMeet, a UCLA dating app
Back-End Developer

December 2017 – August 2019

- > Used JavaScript, Node.js, and AWS to implement various modules and API endpoints
- > Implemented a module to store and manage pictures on an Amazon S3 bucket, which allowed users to upload custom profile pictures
- > Created a scalable notification system with a simple interface for both the development and product teams
- > Designed and built a new matchmaking cycle with full test coverage of its main components

Learning Assistant

Winter 2019 – Present

Learning Assistant for Math, Computer Science Courses

- > Led discussion sections along with the teaching assistant and helped students one-on-one during office hours
- > Researched and experimented with teaching strategies and reflected on their effectiveness on students
- > Helped professors gauge student understanding and gave suggestions on how to improve lectures

UCLA Atmospheric and Oceanic Sciences

October 2018 – Present

Work Study Worker

- > Assisted the sysadmin with management and upkeep of the department's Mac lab
- > Provided tech support for professors during their lectures and helped students troubleshoot software issues
- > Created a new website for the department's new major from scratch and adjusted it based on feedback from faculty members

PROJECTS

PUG Bot, a Discord bot that manages pick-up games
Developer

July 2018

- > Written entirely in Python with a modular, object-oriented design
- > Increased the ease and efficiency in organizing games in a personal Discord server, encouraging members to participate more often
- > Used by several other Discord servers to organize pick-up games for various games

AOS Zodiac, a Google Apps project used by professors to manage boating trips
Maintainer

January 2019

- > Refactored and cleaned up the project by removing unnecessary and duplicated code, splitting the code into different components, and making the code more maintainable by organizing code in each component
- > Implemented a cron job to remind students of boating trips they signed up for
- > Created and modified HTML templates for e-mails, adhering to the department's and school's brand guidelines

LANGUAGES

- > Java, C++, JavaScript (Node.js, jQuery), Python, MATLAB, R, \LaTeX , HTML/CSS