Tim Truong

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EDUCATION

University of Massachusetts Lowell   Expected: May 2024

Bachelor of Science in Computer Science   GPA: 3.64

Dean's List Honors: 2020-Present

- *Relevant Coursework:* Data Structures/Algorithms, Object-Oriented Programming, GUI Programming, Organization of Programming Languages, Computer Architecture, Assembly Language Programming

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SKILLS

Programming Languages: C, C++, C#, HTML, CSS, JavaScript, Python

Frameworks/Libraries: SFML, Boost, Bootstrap, jQuery, SQLite

Other Tools & Technologies: VS Code, Linux, Git, Figma

PROJECTS

The Saving Portal   Aug 2022

- Developed an automated cashback monitoring system using ReactJS and Python that automatically scans the best cashback rates of many platforms and displays those values both numerically and statistically.
- Collaborated with others to determine appropriate requirements and ensure project viability.

Password Encryption Management System   April 2022 - June 2022

- Developed a password manager using C and SQLite where users can safely store their passwords, test the strengths of their passwords, and generate a random password for them to use and store.
- Utilized vectors and string modules to manage the length and content of each and every password to help determine if the password stored is secure or not.

Solar System Simulation   Feb 2022

- Constructed a solar system simulation using both C++ and the SFML graphics library.
- Used Ubuntu's XServer application and physics formulas to help display a realistic, animated simulation of planetary motion in our solar system.

LEADERSHIP ACTIVITIES

AT&T Summer 2021 Online Program - Summer Learning Academy Extern   July 2021 - Aug 2021

- Completed professional development and business acumen curriculum.
- Learned how to make good ethical decisions, effectively deal with issues concerning customers, and create more engaging speeches.
- Gained advice and insight on business and technological skills from business leaders and recognized experts.

INTERESTS

- Web Development, Animation, Video Games, Artificial Intelligence, Robotics