

Tim Truong

Tim_Truong1@student.uml.edu | github.com/teateatime | linkedin.com/in/tim-t-truong

Worcester, MA | [Personal Website](#) | (774) 633-5744

EDUCATION

University of Massachusetts Lowell

Expected May 2024

B.S. in Computer Science

GPA: 3.64

Dean's List Honors: 2020 - Present

- *Relevant Coursework:* Data Structures/Algorithms, Object-Oriented Programming, Assembly Language Programming, Computer Architecture, Operating Systems, GUI Programming
 - Extracurriculars: Member of UML Table Tennis Club
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TECHNICAL SKILLS

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

Frameworks/Libraries: SFML, Boost, Bootstrap, Tailwind, jQuery, ReactJS, NodeJS, ExpressJS, SQLite

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

PROJECTS

The Saving Portal

Jan 2023

- Created an automated cashback monitoring system using Python Flask 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.

Sokoban

Dec 2022

- Developed a puzzle video game using C++ and the SFML library where the player's objective is to push crates around in a warehouse to specified storage locations in order to complete the tasks at hand.
- Utilized multi-dimensional arrays to help keep track and display the current positions of the player and the crates in real-time.

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.
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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.
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INTERESTS

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