

Tim Truong

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EDUCATION

University of Massachusetts Lowell

Expected May 2024

B.S. in Computer Science, Mathematics Minor

GPA: 3.7

- Relevant Coursework: GUI Programming, Software Engineering, Databases, Operating Systems
 - *Extracurriculars*: UML Table Tennis Club, Cloud Computing Club, and ACM
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TECHNICAL SKILLS

Programming Languages: C, C++, TypeScript, JavaScript, Python, SQL, Java

Frameworks/Libraries: SFML, Bootstrap, jQuery, ReactJS, NodeJS, ExpressJS, Jest

Other Tools & Technologies: VS Code, Linux, Git, Figma, Firebase, Postman, Jira

PROFESSIONAL EXPERIENCE

UMass Lowell CS & Math Department - Teaching Assistant & Learning Assistant

May 2023 - Present

- Facilitated tutoring sessions to clarify intricate GUI and mathematical concepts, providing thoughtful feedback to enhance understanding of GUI and mathematical principles.
- Strengthened debugging skills through complex error identification and troubleshooting of GUI assignments.
- Implemented an automated grading script with Jest, reducing grading time by 30% and streamlining the assessment process for 200+ assignments.

Self-Employed - Freelance Web Developer

April 2023 - Present

- Developed and deployed dynamic web applications for multiple clients, delivering impactful digital solutions.
 - Elevated existing applications by conducting rigorous integration testing to identify and rectify bugs, while also introducing enhancements and valuable features to ensure optimal functionality and user satisfaction.
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PROJECTS

Animeta - <https://animeta-6673e.web.app/>

July 2023 - Aug 2023

- Built a robust Anime Management app using FERN (Firebase, Express, React, Node.js) Stack and Jikan API, enabling efficient anime and manga preference management for users.
- Integrated Firebase for secure user authentication and optimized server-side functionality, enhancing API responses through caching for a seamless user experience.
- Enhanced web performance and maintained app reliability through API testing with Postman and Google Analytics.

Blackjack - <https://blackjack-mvc.vercel.app/>

June 2023

- Developed a captivating Blackjack website using HTML, CSS, and JavaScript, implementing the MVC design framework for a modular and scalable code architecture, resulting in an immersive user interface.
- Enhanced user experiences through captivating UI enhancements utilizing Bootstrap to elevate website visuals.
- Leveraged the Prototype Pattern to optimize game functionality and improve code efficiency.

The Saving Portal

Jan 2023

- Created an automated cashback monitoring system with Flask and Selenium, proficiently analyzing data from 20+ platforms and showcasing optimal cashback rates through dynamic visualization using EChartsJS.
 - Collaborated with others using Agile methodology to define optimal requirements and ensure project viability.
 - Utilized Figma for UI design and prototyping, bolstering teamwork toward a user-centric, visually appealing design.
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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.
- Acquired expertise and insight on business and technological skills from business leaders and recognized experts.