

# Thanh Trinh

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## Education

### University of Washington

Expected June 2027

*Bachelor of Science in Computer Science (GPA: 3.71 / 4.00)*

*Seattle, WA*

- **Relevant Coursework:** Discrete Mathematics, Hardware/Software Interface, Data Structure and Parallelism, Software Design and Implementation, Artificial Intelligence, System Programming

### Highline College

Graduated June 2023

*Associate of Science in Computer Science (GPA: 3.94 / 4.00)*

*Des Moines, WA*

- **Relevant Coursework:** Data Structure, Object Oriented Programming, Calculus Series (1,2,3,4), Calculus-based physics series, Differential equation, linear algebra

## Projects

### Personal Portfolio | *React.js, Tailwind CSS*

For more projects

- <https://portfolio-omega-six-38.vercel.app>

### AI Flashcards | *NextJs, Openai, Stripe, Firebase, Google Gemini, MetaAi, Tensorflow, React*

- Deployed an interactive flashcard application using Next.js, featuring user sign-in and sign-up functionality for personalized access and secure authentication.
- Integrated OpenAI, Google Gemini, and MetaAI APIs to allow users to select their preferred AI for generating personalized flashcard content.
- Implemented flashcard games like matching, multiple choice, and sentence completion to reinforce flashcards. Used TensorFlow's pre-trained computer vision model for finger detection to answer question

### Inventory Management System | *NextJs, Material UI, Firebase, Langchain, Supabase*

- A web application aimed to support users in effectively managing their pantry inventory, it offers a efficient way to track, organize, and utilize users' items
- Developed a Retrieval-Augmented Generation (RAG) chatbot using Langchain, Supabase, and OpenAI to answer any questions from the users about health and diet.
- Incorporated OpenAI Vision to allow users to take photos, automatically identify items, and add the item names to their inventory list for seamless inventory management.

### 2 players 2048 game | *Python*

- Used Pygame to develop and modify original 2048 game from 1 player to 2 players with all original features including tile movement, and counting points
- Player 1 and Player 2 independently execute moves to attain the highest possible score until they are unable to make any further moves

## Experience

### Headstarter AI

August 2024 – September 2024

*Software Engineer - Fellowship*

*Remote*

- Engineered 5+ AI-powered applications with a 98% accuracy rate using Next.js, TypeScript, OpenAI, and Node.js
- Collaborated with Amazon, Bloomberg, and CapitalOne engineers to enhance skills in CI/CD, AI, and microservices
- Optimized user experience by integrating diverse platforms AWS, Vercel, Firebase, and Pinecone, showcasing the ability to rise to the moment and make magic with cutting-edge technology

## Technical Skills

**Languages:** Python (intermediate), Java (intermediate), JavaScript (intermediate), HTML (intermediate), CSS (intermediate), Typescript (beginner)

**Technologies:** React.js, Next.js, Vue.js, Flask, Express.js, Tailwind CSS, OpenAI, Node.js, Tensorflow

**Awards:** President's Honor Roll, Glerum Family Endowed Scholarship in Computer Science and Engineering, UW Annual Dean's list