

Henry Trinh

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Experience

Snap Inc.

Software Engineer Intern

Los Angeles, CA

Spring 2022

- Camera

Snap Inc.

Software Engineer Intern — Golang

Los Angeles, CA

Sept. 2021 – Dec. 2021

- Designed multithreaded system to configure creative tools ranking pipelines without deploying or code changes
- Created unit tests and metrics dashboards to keep track of server health and pipeline configuration updates

Two Sigma

Software Engineer Intern — C++

New York, NY

Jun. 2021 – Aug. 2021

- Built server for ingesting market data and calculating NBBO option quotes, improving trading speed by 300%
- Implemented server logging to track metrics such as number of quotes ingested and latency times
- Wrote scripts for generating test data and end-to-end integration testing

Nuro

Software Engineer Intern — Python

Mountain View, CA

Mar. 2021 – Jun. 2021

- Optimized routing algorithm for mapping roads using integer programming, reducing cost per square mile by 30%
- Reduced number of difficult turns and redundant loops for mapping operators by 90% using graph optimizations
- Implemented route visualization tool to analyze route metrics and efficiency

Tesla

Software Engineer Intern — C++

Palo Alto, CA

Sept. 2020 – Dec. 2020

- Released new search feature for locating close amenities surrounding a user-selected Supercharger
- Programmed an algorithm to allow drivers to search for places along their route, optimizing trip time by minimizing detours
- Enhanced driver experience by fixing firmware bugs within maps and navigation in vehicles

Amazon

Software Development Engineer Intern — TypeScript, Java

Seattle, WA

Jun. 2020 – Sept. 2020

- Improved scalability and performance for Certificate Manager console infrastructure by migrating to serverless architecture
- Established server logs and latency metrics to increase ease of maintenance of the Certificate Manager console

Center for Vision, Cognition, Learning, and Autonomy

Research Assistant — Python, PyTorch

Los Angeles, CA

Apr. 2020 – Oct. 2020

- Researched path planning and trajectory prediction for autonomous vehicles using deep learning
- Implemented LSTM neural network with social pooling to determine possible trajectories of human movement in crowds

Education

University of California, Los Angeles

B.S. Computer Science, Major GPA: 3.8

Los Angeles, CA

September 2018 – March 2022

Skills

Languages Python, C/C++, Golang, Java, JavaScript, TypeScript, SQL, HTML, CSS

Frameworks + Tools PyTorch, Git, gRPC, React, Qt, MongoDB, Django, Node, Docker, OpenCV, MySQL