Henry Trinh

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Education

University of California Los Angeles   Expected Graduation in June 2022

B.S. Computer Science   Major GPA: 3.9

Courses   Data Structures, Algorithms, Operating Systems, Linear Algebra, Software Construction Laboratory

Experience

Snap Inc.   Los Angeles, CA

Software Engineer Intern   Fall 2021

Nuro   Mountain View, CA

Software Engineer Intern (Machine Learning Infrastructure)   Spring 2021

Tesla   Palo Alto, CA

Software Engineer Intern — C++   September 2020 - PRESENT

- Released new search feature for locating close amenities surrounding a user-selected Supercharger, requested by thousands of drivers
- Programmed an algorithm to allow drivers to search for places along their route, optimizing total trip time by minimizing detours
- Implemented navigation feature for drivers to create and edit trip waypoints with battery management
- Enhanced driver experience by fixing firmware bugs within maps and navigation in vehicles

Amazon   Seattle, WA

Software Development Engineer Intern — TypeScript, Java, AWS CloudFormation, CloudWatch, S3   June 2020 - September 2020

- Improved scalability and performance for console infrastructure by migrating to serverless architecture
- Constructed new pipeline for automated, progressive deployments of certificate manager service with automatic rollbacks to prevent broken releases
- Established server logs and latency metrics to increase ease of maintenance of the Certificate Manager console

Center for Vision, Cognition, Learning, and Autonomy   Los Angeles, CA

Research Assistant — Python, PyTorch   April 2020 - PRESENT

- Researching deep learning under Professor Song-Chun Zhu for path planning and trajectory prediction in self-driving vehicles
- Developed LSTM neural network with social pooling to determine possible trajectories of human movement in dense crowds
- Created tool to preprocess raw data into loadable binary files, improving data pipeline performance and saving minutes of processing time

Daily Bruin   Los Angeles, CA

Lead Software Developer — React, MongoDB, PostgreSQL, Node.js, Django, Docker   April 2019 - June 2020

- Coded and deployed 10+ interactive web applications with 100k+ views with a team of 10 developers
- Built database infrastructure and wrote APIs for multiple projects

Projects

Tongits

tiny.cc/tongits

- Implemented Android application of a Filipino card game with AI opponents, music, and point scoring
- Gained over **13,000 downloads on Google Play Store**

Skills

Languages	Python, C/C++, Java, JavaScript, TypeScript, SQL, HTML, CSS
Frameworks + Tools	React, PyTorch, MongoDB, Django, Node, Git, Docker, OpenCV, mySQL, PostgreSQL, Numpy
Technologies	Full Stack, Android, Databases, Machine Learning, Computer Vision, SLAM