

Henry Trinh

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Education

University of California Los Angeles

B.S. Computer Science

Expected Graduation in June 2022

Major GPA: 3.9

Courses Data Structures, Algorithms, Operating Systems, Deep Learning, Computer Graphics

Experience

Snap Inc.

Software Engineer Intern

Los Angeles, CA

Fall 2021

Two Sigma

Software Engineer Intern

New York, NY

Summer 2021

Nuro

Software Engineer Intern

Mountain View, CA

Spring 2021

Tesla

Software Engineer Intern — C++

Palo Alto, CA

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

Software Development Engineer Intern — TypeScript, Java, AWS CloudFormation, CloudWatch, S3

Seattle, WA

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

Research Assistant — Python, PyTorch

Los Angeles, CA

April 2020 - PRESENT

- Researched path planning and trajectory prediction for autonomous vehicles using deep learning
- 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

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