

Tommy Trinh

Computer engineering student

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Summary

- Experience developing web applications on MEAN and MERN stack
- Knowledge in Java and C++ object-oriented programming
- Great interest in new technologies
- Knowledge in application containerization technologies

Experience in computer engineering

Java Developer – Winter 2019

Intact Insurance

Actively participated in the development of new services that will be used to replace obsolete applications in production

- Developed services using the Spring Framework
- Modified or added new components according to the architects' requests
- Wrote unit tests and integration tests for several services
- Agile development

Software development intern – Summer 2018

Nuance Communications

Developed a test platform on the web with MongoDB, Express, React, Node and JavaScript

- Developed an algorithm to test the impact of code changes on the behaviour of a specific feature
- Created an intuitive user interface with React
- Implemented a REST API with Node and Express
- Wrote scripts to parse information from csv, tsv and txt files
- Wrote yaml files for GitLab CI/CD

Project: Creating a web application – Winter 2018

Polytechnique Montreal

Develop a crossword and a racing game on the web with Node, Angular, TypeScript, Three, Express and MongoDB

- Applied the theoretical principles of quality assurance
- Developed the application with the Agile / Scrum principle
- Followed a TDD approach

Project: Robot Design – Winter 2016

Polytechnique Montreal

Build and program a robot to complete a track

- Welded components on a motherboard
- Diagnosed and solved hardware problems
- Programmed an AVR microcontroller in C++
- Debugged and increased the code efficiency

Education

Bachelor of Computer Engineering

Polytechnique Montreal 2016 –2021

- 71/120 credits obtained

Other experience in computer engineering

Hackatown 2019 – Winter 2019

Polytechnique Montreal

Created a mobile application prototype that would allow people to actively report potholes

- Used the Expo toolchain with React-Native to build a native mobile application
- Found an idea that relates to the smart city thematic

LH Games 2018: AI Challenge – Fall 2018

Polytechnique Montreal

Design an artificial intelligence to complete a "battle royal" scenario

- Implemented an A* search algorithm
- Used C# as the principal programming language

Project: Hand-wired mechanical keyboard – 2018

Build a matrix circuit and program a microcontroller

- Welded several electrical components to create a matrix circuit
- Programmed a Teensy 2.0 microcontroller with the QMK firmware

LH Games 2017: AI Challenge – Fall 2017

Polytechnique Montreal

Design an artificial intelligence to complete a "battle royal" scenario

- Implemented an A* search algorithm
- Learned Python as a programming language

McGameJam 2017 – Winter 2017

ETS

Create a game prototype in 48 hours around the theme of "simulation"

- Learned Unity quickly
- Found a concept that respects the theme
- Used C# to implement different parts of the game

Technology skills

- MongoDB, SQL
- Git
- Visual Studio, Eclipse, Vivaldi
- Docker, Kubernetes

Interest and hobbies

Computer hardware

Mechanical keyboard

Audio equipment