

Trai Pham

Computer Science Student



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Experience

Website Intern

UCSD CSE DEI Community

2020 - Present

- Designed UCSD CSE DEI Community's website and coordinated events with other interns
- Collaborated effectively with personnel in other departments.
- Promoted and took part in CSE DEI events in order to educate others about DEI in Engineering and CSE.

Skills/Tools

- Software Development
- Algorithms and Data Structures
- Web App Development
- Agile Workflow
- Unit Testing
- MERN Stack knowledge
- Git/Github proficiency
- MatLab proficiency
- Visual Studio Code
- Video Editing

Programming Languages

with proficiency

- | | | |
|--------------|-------|-----------|
| • JavaScript | ★★★★★ | Excellent |
| • Java | ★★★★★ | Excellent |
| • C++ | ★★★★★ | Very Good |
| • HTML/CSS | ★★★★★ | Very Good |
| • Python | ★★★★ | Good |
| • C | ★★★★ | Good |
| • R | ★★★ | Average |

Certifications

- AT&T Summer Externship, 2020



Education

University of California San Diego

Pursuing BS in Computer Science

GPA 3.67

2019 - Present

- Club Rugby 2019-2020
- Kaibigang Pilipina Club
- Association for Computing Machinery(ACM) Hack
- First Gen. Student Success Coaching Program

Santiago Highschool

GPA 4.6

2015 - 2019

- AP Scholar Awardee
- Member of the National Honor Society, Key club, Club of Science, and CSF
- Varsity football captain

Accomplishments

- Collaborated with team of 8 in the growth of CSE DEI at UCSD.
- Awarded "**National Football Foundation and College Hall of Fame Scholar Athlete Award**" in 2019.
- Awarded "**Bausch + Lomb Honorary Science Award**" in 2019.
- Awarded "**Student Athlete of Character**" in 2019.
- Managed Santiago High School football program as a team captain

Personal Projects/Assignments

- **Co-created journaling app (Two-Do)**: created multiple web components, worked on Backend routing, creating page structure and styling, connecting Backend and Frontend, used [JavaScript](#), [HTML](#), [CSS](#), [Git/Github](#), [Figma](#), [MongoDB](#), [Node.js](#), [Agile Software Development methodology](#), and [Mocha and Chai](#) for [Unit Testing](#).
- **Recreated 2048 game** | **Recreated** basic Pokemon battling, storage, and capturing functionality | **Recreated** Rock, Paper, Scissor game using [Java](#)
- **Created** basic discord bot that takes data from the web and display text information using [JavaScript](#)
- **Created** Pokemon Generator website with [JavaScript](#), [HTML](#), [CSS](#), [React](#) (unfinished)