

# Kevin Trinh

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## EDUCATION

### University of Notre Dame

*Bachelor of Science in Computer Science*

**GPA:** 3.072/4.0

**Major GPA:** 3.441/4.0

**Notre Dame, IN**

Expected May 2018

### De La Salle North Catholic High School

**GPA:** 3.96/4.0

**Portland, OR**

June 2014

## EMPLOYMENT HISTORY

### MoreSteam.com

*Web Developer*

- Developing web applications for clients to create and improve Lean Six Sigma education

**Columbus, OH**

May 2017 – August 2017

### University of Notre Dame - Office of Information Technology

*IT Help Desk*

- Supports university-sized user base by assisting and educating users on software and hardware
- Logs tickets using ServiceNow to improve and focus user education
- Improves support by creating tutorials leading to Knowledge Centered Service

**Notre Dame, IN**

August 2015 - Present

### Northwest Family Services

*IT Help Desk Assistant*

- Assisted 80+ users by working in a group of two to maintain hardware and software leading to increased user productivity
- Enforced corporate security by managing passwords and computer security complying with HIPAA
- Maintained website by editing HTML

**Portland, OR**

June 2015 - August 2016

### Oregon Catholic Press

*IT Help Desk Support I*

- Supported 100+ users by working with a team to maintain machines and software using batch scripts
- Mass distributed software to users by using Dell KBOX technology to maintain up-to-date software

**Portland, OR**

September 2012 - June 2014

## PROJECTS

### Undergraduate Research - Pataka Test App (Android/Java)

- Worked to port the Pataka Test from iOS to Android. The Pataka Test aims to detect brain issues utilizing speech technology
- Designed the UI/UX using Android XML and Java

**Notre Dame, IN**

August 2016 – December 2016

### Chess (C++)

- Collaborated in a group of four to create a visual Chess simulation using SDL2. Included a recursive AI opponent with three difficulties
- Delegated work for teammates that resulted in increased productivity

**Notre Dame, IN**

Spring 2016

### Connect 4 (C)

- Created an interactive visual Connect 4 game that utilized X11

**Notre Dame, IN**

Spring 2015

## SOFTWARE

- Unix/Linux
- Git (Version Control)
- Android Studio

## LANGUAGES

- C++ (proficient), C (proficient), Python (proficient), Bash (proficient), Java (intermediate), LabView (intermediate), Verilog (intermediate), MATLAB (intermediate), HTML (prior experience), JavaScript (prior experience), CSS (prior experience), Vietnamese (fluent)