Trish Lam

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EDUCATION -

University of California, San Diego

Expected June 2022

B.S. Computer Science

GPA: 3.7

Regents Scholarship (4-year paid tuition by merit)

Major GPA: 3.9

EXPERIENCE -

Spot Hype | iOS Developer Intern

3/2020 - Present

- Single-handedly translated an Adobe XD implementation of the new UI design into code, tasked by CEO
- Performed code reviews solving issues with SMS verification screen and successfully combined old Objective C with new Swift screens

Successful University Students | Project Manager

3/2020 - 6/2020

- Led a team of 10, organized discussions, supervised project deadlines, and accelerated progress
- Solved 40% of roadblocks within frontend & backend by retrieving targeted data from Firebase using a MVC architecture & creating components with React Native

UC San Diego | Computer Science Teaching Assistant

1/2020 - 3/2020

- Tutored 100+ students to help develop understanding of discrete math concepts during lectures
- Hosted office hours 2x per week to instruct students on logic gates, algorithms, predicates, sets, proofs and induction

San Diego Supercomputer Center | Regents Scholars Research Intern

9/2018 - 12/2018

- Worked alongside Executive Director to get introduction to data science research
- Used Python in Jupyter Notebooks to mine Twitter data to uncover patterns between emoji usage and gender identification

Google | Computer Science Summer Institute Participant

6/2018 - 7/2018

- Learned full-stack web development within 2 weeks: creating databases, updating the backend dynamically, and implementing APIs and libraries
- Led team in front-end development of social network, using JavaScript, Python, HTML/CSS, and Google AppEngine and presented to Google engineers (bit.ly/wllybnd)

TECHNICAL PROJECTS

Social University Platform | *github.com/trishshsh/SocialUniversityPlatform*

6/2020

 Coded iOS app using React Native, Firebase, Express.js, and Axios through remote collaboration on Visual Studio Live Share & deployed on Expo

Nano Language

6/2020

• Implemented an interpreter for a subset of Haskell (called Nano) using notions of lexing, parsing, scoping, binding, as well as environments and closures.

Code at an Earlier Age | github.com/COGS108/group081_wi20

3/2020

 Performed background research, data cleaning, data visualization, and data analysis on a survey data using Python packages like pandas & numpy in a collaborative data science project

Snake Stream (Puzzle Game)

3/2019

 Programmed backend in Java & GUI elements with JavaFX; features 8 levels, ability to move, undo, redo, save and load progress

Under-the-Crab (Robot) | bit.ly/underthecrab

12/2018

- Programmed in C++ to control sensors, motors, pincers, music, and LEDs arrays using Arduino
- Assembled autonomous crab-like robot by designing with Tinkercad, 3-D printing, and soldering board

SKILLS

- **Programming Languages**: Java, C, C++, JavaScript, Python, HTML/CSS, Swift, Haskell, λ-calculus
- Tools: GDB, Valgrind, JavaFX, Git, XCode, Google AppEngine, Firebase, React Native, Node.js, Express, Axios
- Natural Languages: Spanish, Vietnamese, English

ACTIVITIES

- Involvement: Rewriting The Code Fellow 2019-2021 | MongoDB WiC Summit | #BuiltByGirls | SDHacks 2019
- Cultural Awareness: Vietnamese Student Association | KP (Philipinx) | Korean-American Student Association
- **Leadership:** Founding Class, Alpha Kappa Psi | Design Chair, KND Dance | Hack Squad, Association for Computing Machinery | Mentor, BPUSD | Founder, Leo Club | Swim Instructor | Varsity Volleyball Captain