Trish Lam

trishvylam@gmail.com | (626) 383-9532 | linkedin.com/in/trish-lam/ | github.com/trishshsh

EDUCATION

University of California, San Diego
Computer Science (B.S.)
09/2018 – 05/2022   *GPA: 3.7*

Relevant Courses Taken: Discrete Mathematics, Java (I & II), Data Structures & Object-Oriented Design, Programming Electronic Devices, Intro: Data Science, Software Tools & Techniques Lab, Mathematics for Algorithms and Systems, Computer Organization & Systems Programming

EXPERIENCE

Google Computer Science Summer Institute
06/2018 – 07/2018
Los Angeles, CA

- Excelled in an **intensive software engineering** development program hosted by Google engineers
- Developed **proficiency** in Google AppEngine, Python, JavaScript, HTML, and CSS from scratch **within 2 weeks**
- Learned **full-stack** web development, such as how to create multiple **databases**, **update** the **backend** dynamically, and implement **APIs** and **libraries**.
- **Collaboratively** created and **presented** a fully-functioning website displaying progress and skills to Googlers.

ACTIVITIES

Lifeguard/Swim Instructor   *2016-Present*
City of Baldwin Park

Media Chair   *2019-Present*
Kidz Next Door Dance Team

Web Developer   *2019-Present*
Triton XR (UCSD VR Organization)

iOS Developer   *2018-19*
Felicity CBT App

Regents Scholars Research Mentee   *2018-19*
San Diego Supercomputer Center

Class Vice-President
Undergraduate Business Network

Sustainable Fashion Enthusiast
Owner of local online thrift and resale store

Sports, Music and Art Hobbyist
Volleyball, Singing, Digital Art & Design, you name it!

KEY SKILLS

- **Programming Languages**: Java, HTML/CSS, JavaScript, Python, C, Swift
- **Tools:** Atom, IntelliJ, Terminal, Vim, gVim, Visual Studio Code, JavaFX, Git, Arduino, ReactJS, XCode, Google AppEngine
- **Natural Languages:** Spanish, Vietnamese, English

TECHNICAL PROJECTS

Streamline

- Designed a tile-based puzzle game that incorporates features: **8 levels, game states,** ability to **move, undo, redo**, and **save** progress
- Wrote the **backend** in **Java** and implemented **GUI** elements with **JavaFX**

B/lend   *(http://bit.ly/wllybnd)*

- Built a **web**-based **social network** for communities to create and donate their time to other people's projects in a **team of 3.**
- Led entire **front-end** development, updated website **dynamically** with **JavaScript,** contributed to database code using **Python,** and published website with **Google AppEngine**

Prince's Maze Rescue

- Programmed a video **game** maze where the user can move, interact with other characters, and reset the game, **without prior programming knowledge within** a **two-day** time period.
- Written in **Snap! JavaScript**

Trishshshop!   *(http://bit.ly/trshshop)*

- **Deployed** teaser **website** for Trishshshop, a local online clothes resale shop with **GitHub Pages**, coded in HTML/CSS

HONORS/AWARDS

Valedictorian & Provost Honors
UCSD Regents Scholarship
California State Seal of Biliteracy
KASA Dance-Off 2018 1st Place
McDonalds x KCON Contest 2015 Featured Artwork
Wells Fargo Academic Leaders Scholarship Finalist
Vocal Ensemble Most Inspirational
2-Time Montview League Scholar Athlete