TRINH THE SON

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SOFTWARE ENGINEER INTERN

I am actively seeking a **software development internship** as a computer science student, with a strong desire to contribute to challenging projects. Possessing exceptional problem-solving skills and a collaborative mindset, I am motivated to continuously expand my expertise across various programming languages and technologies.

EDUCATION

Ho Chi Minh City, Vietnam **VNUHCM - University of Science** **Oct 2020 - May 2024 (Expected)**

- **Major:** B.S. in Computer Science. **In-Major GPA:** 3.1/4.0
- **Coursework:** Data Structures and Algorithms, Object-Oriented Programming, Artificial Intelligence, Software Engineering, Data Visualization, Web Development.

SKILLS

- **Programming:** Python, C++. Familiar with JavaScript, SQL, Julia
- **Frameworks/Libraries:** Django, Alpine.js, Tailwind CSS. Familiar with Express.js, htmx
- **Tools:** Trello/Jira, Slack, Git/GitHub, Linux, PythonAnywhere

EXPERIENCE

Programming Teacher **Algorithmics** **Aug 2023 - Now**

- Guided and mentored children in Scratch programming, nurturing their curiosity and passion for coding, while enhancing their technical capabilities and problem-solving skills.
- Collaborated with a programming tutor to create dynamic programming lesson plans in Scratch for children of different skill levels.

PROJECTS

Blog Application | *Python, Django* **Jul 2023**

- Implemented a fully functional blog application using the Django framework, allowing users to create, read, update, and delete blog posts.
- Implemented role-based access control in a Django blog application using mixins, requiring users to be authenticated to view blog posts and restricting post creation to admin users only.
- Utilized Django's built-in class-based view functionalities, such as ListView, DetailView, CreateView, and UpdateView, to handle common CRUD operations for blog posts, providing consistent and reusable code patterns.

COVID-19 Analysis | *Python, BeautifulSoup, Pandas, Seaborn, scikit-learn* **Mar 2023**

- Developed Python scripts to scrape Worldometer and extract real-time COVID-19 statistics from over 200 countries and territories.
- Conducted data cleaning and preprocessing to ensure that COVID-19 data was accurate and reliable, removing missing or redundant data points and correcting errors.
- Utilized data visualization tools to develop charts, and graphs to communicate insights and trends related to COVID-19 data in a clear and accessible manner.

Sorting Visualizer | *C++, Raylib* **Oct 2022**

- Developed a sorting visualizer in modern C++ using the Raylib library, which allows users to visualize over 30 different sorting algorithms.
- Implemented a range of algorithms, including bubble sort, selection sort, insertion sort, merge sort, quicksort, and heap sort, among others, to provide users with a comprehensive understanding of different sorting techniques.
- Built interactive visualizations that allow users to see how different sorting algorithms work in real-time, and how they compare to one another in terms of speed and efficiency.

CERTIFICATE

Big-O Blue: Intermediate Algorithms **Big-O Coding** **Jan 2023**