

# TRINH THE SON

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## C++ INTERN

I am actively seeking a **C++ internship**, with a strong desire to contribute to challenging projects. I am motivated to continuously expand my knowledge across various programming languages and technologies. I am confident in my ability to effectively contribute to the team and I am excited for the opportunity to apply my skills.

## EDUCATION

Ho Chi Minh City, Vietnam      VNUHCM - University of Science      Expected Oct 2024

- **Degree:** B.S. in Information Technology | **Major:** Computer Science | **GPA:** 3.0/4.0.
- **Coursework:** Data Structures and Algorithms, Object-Oriented Programming, Artificial Intelligence, Parallel Programming, Big Data and Application.

## SKILLS

- **Programming:** C++, Python. Familiar with Java, JavaScript, CUDA C, SQL.
- **Frameworks/Libraries:** React.js. Familiar with Django.
- **Tools:** Trello/Jira, Git/GitHub, Linux.

## PERSONAL PROJECTS

Optimization      CNN Forward Layer GPU Optimization      Nov 2023

- **Descriptions:** Optimized the forward layer of an existing CNN framework, using **CUDA C**, resulting in significant performance enhancements.
- **Tasks:** - Implemented optimization techniques including shared memory, constant memory, and streams to achieve a remarkable **230% performance improvement** in the forward layer of a CNN, etc.

Developer      Linux Fetch System Information      Oct 2022

- **Descriptions:** A **C++** CLI fetch tool inspired by Neofetch, displaying system information and ASCII art representation in the terminal.
- **Tasks:** - Implement functionality to retrieve and present information about the operating system, kernel version, CPU, GPU, memory, and other relevant details.
  - Develop a package counting functionality that can retrieve and tally the total number of packages installed by querying the package manager, etc.
- **GitHub:** [github.com/ttsoncs/linux-fetch-system-information](https://github.com/ttsoncs/linux-fetch-system-information).

Developer      Sorting Visualizer      Oct 2022

- **Descriptions:** A **C++** CLI visualize **30 sorting algorithms** using the **Strategy design pattern**, providing insights into their efficiency and effectiveness.
- **Tasks:** - Customizable and dynamic gradients for enhanced visual appeal.
  - Implemented functionality to redistribute the array.
  - Added a versatile view mode that switches between histogram and scatter plots to visualize the sorting process from different perspectives.
  - Implemented adjustable frames per second (FPS) settings, etc.
- **GitHub:** [github.com/ttsoncs/sorting-visualizer](https://github.com/ttsoncs/sorting-visualizer).

Developer      Crossing Road Game      Jul 2022

- **Descriptions:** A **C++** CLI endless game inspired by Crossy Road, where you navigate through animals and vehicles obstacles to achieve high scores.
- **Tasks:** - Implemented a dynamic traffic light system for vehicle movement control.
  - Created adaptive difficulty to increase obstacle speed as the player progresses.
  - Implemented a smart empty buffer that efficiently clears previous characters when moving.
  - Implemented high-score tracking for competitive gameplay.
  - Designed an attractive ASCII art GUI for an immersive visual experience, etc.
- **GitHub:** [github.com/ttsoncs/crossing-road-game](https://github.com/ttsoncs/crossing-road-game).

## CERTIFICATE

Intermediate Algorithms

Big-O Coding

Jan 2023