

# Vincent Trinh

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## EDUCATION

- University of Nebraska - Lincoln Lincoln, NE  
*Bachelor of Science in Computer Science* *Expected Graduation: May 2026*
- **Awards:** Dean's List Recipient
  - **Relevant Courses:** Data Structures & Algorithms, UI/UX Design, Computer Architecture, Software Design Architecture, Artificial Intelligence, Machine Learning, Operating Systems, System Design, Distributed Systems, Requirements Engineering

## PROFESSIONAL EXPERIENCES

- Software Engineering Intern** | Nelnet - Lincoln, NE January 2025 – Present
- Eliminate 95% of manual reporting workload, by building **serverless reporting pipelines** (AWS Lambda, Python) that automate 10K+ daily reports.
  - Improve system reliability and maintainability, by implementing comprehensive **unit testing** and fault-tolerant AWS integrations (SES, REST APIs) within a CI/CD workflow.
  - Standardize code quality across enterprise services, by reviewing 50+ pull requests and designing reusable Python modules to reduce code duplication.
- Lead Full Stack Engineer** | GXKTM.org - Lincoln, NE September 2024 – Present
- Engineering a **scalable product platform for 1,000+ members**, reducing administrative data entry time by 90%, by architecting a containerized **Next.js 16 and FastAPI** system with a self-service Family Portal.
  - Guarantee 100% data integrity for critical health records, by designing a **normalized PostgreSQL schema** with strict Pydantic validation to eliminate duplicate entries.
- Undergrad Teaching Assistant** | University of Nebraska - Lincoln, NE August 2024 – December 2024
- Guided students through **data structures, algorithms, and object-oriented programming**, strengthening comprehension of core SWE concepts.
  - Led weekly labs and provided targeted tutoring, driving a 90% improvement in assignment completion for 120+ students.
- Cloud Support Associate Intern** | Amazon Web Services (AWS) - Seattle, WA June 2024 – August 2024
- Drove **consensus** on scalable architectural decisions, by prototyping serverless solutions and presenting design benefits to senior engineers and **cross-functional partners**.
  - Supported millions of concurrent user requests with sub-second latency, by designing **high-performance** serverless architectures using AWS Lambda and CloudFront.
  - Increased network throughput by 20% for high-traffic endpoints, by analyzing TCP/IP traffic patterns to identify and resolve complex routing bottlenecks.
- Full-Stack Web & Mobile Developer** | UVSA Midwest - Remote November 2023 – February 2025
- Optimized the **mobile product** experience for 200+ attendees, by implementing a custom Python/SQL scheduling algorithm that reduced manual planning time by 80%
  - Enhanced engagement for 1K+ monthly visitors, by developing interactive React/Flutter features and collaborating with **cross-functional** committees to ensure accurate content delivery.

## PROJECTS

- Serverless Game Infrastructure Orchestrator** | React, AWS Lambda, S3, API Gateway, EC2, IAM Fall 2024
- Architected a serverless gaming platform using **AWS Lambda and API Gateway** to provision instances on-demand, slashing idle EC2 compute costs by 60%.
  - Designed a secure, auto-scaling backend with **IAM role-based access control**, supporting concurrent session management for 100+ users with zero maintenance downtime.
- Interactive Algorithm Visualizer & Performance Engine** | HTML, CSS, JavaScript, React Fall 2023
- Developed a high-performance interactive visualization tool for graph algorithms (BFS, Dijkstra, A\*), utilizing React state management to render real-time traversal steps for complex grid data.
  - Optimized execution speed by 30% via heuristic pruning and efficient data structures.

## SKILLS

- **Programming Languages:** Java, JavaScript, TypeScript, Python, C, C++, SQL, HTML, CSS
- **Cloud & DevOps:** AWS (Certified Solutions Architect Associate), Azure, Docker, CI/CD, Linux, Git
- **Web & Frameworks:** React, Node.js, Django, Flask, REST APIs, Flutter