

Vu Trinh

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EDUCATION

University of Michigan - Ann Arbor, MI

Expected May 2024

Computer Science, Bachelor of Science in Engineering, College of Engineering

GPA: 3.932/4.000 | **Honors/Awards:** William J. Branstrom Freshman Prize, Dean's List, University Honors.

Relevant coursework: Data Structures and Algorithms, Introduction to Computer Organization, Foundations of Computer Science, Web Systems, User Interface Development.

SKILLS & CERTIFICATIONS

Languages: C++, Swift, Kotlin, HTML/CSS/JavaScript, Python, SQL.

Frameworks/Libraries: STL (up to C++20), SwiftUI, Flask.

Tools/Technologies: Git, Firebase, Xcode, Visual Studio Code, IntelliJ, Android Studio, JIRA, Figma, MacOS, Pop!_OS Linux.

Certifications: CodePath Certificate in Advanced Software Engineering (August 2022).

WORK EXPERIENCE

Uber Technologies, Inc. - Incoming Software Engineer Intern | San Francisco, CA

May 2023 – Aug. 2023

Rocket Homes - Software Engineer Intern | Detroit, MI

Jun. 2022 – Aug. 2022

- Contributed to increasing the Rocket Homes app's traffic and rating on the App Store by 15% by building new features such as "Coming Soon" listings and Username Conversion sequence.
- Reduced the app's crash rate to less than 0.2% by identifying and fixing bugs.
- Assisted other engineers in building the app more efficiently and avoiding duplicated code, which reduced the product delivery time by 10%, by incorporating the SwiftUI framework to the UIKit-based app and building reusable SwiftUI views.
- Utilized: Swift, SwiftUI, UIKit, Mapbox, MapKit, Firebase.

University of Michigan - Research Assistant | Ann Arbor, MI

Sep. 2021 – Apr. 2022

Advisor: Professor San Duanmu

- Developed an algorithm, which can recognize the tones of the syllables with an accuracy of 80%, by analyzing acoustic features using Microsoft Excel and Praat.

PROJECTS

Chat Box iOS App - Software Developer

[GitHub](#)

- Designed and implemented a chat app with real-time chatting by storing and retrieving the data from the Firebase Realtime Database, authenticating the users with Firebase Authentication, and building user-friendly interfaces.
- Utilized: Swift, SwiftUI, Contacts, Firebase, Model-View-ViewModel Architecture (MVVM).

City Explorer iOS App - Software Developer

[GitHub](#)

- Developed a city guide app, which suggests the best places to visit based on the user's location, by fetching the data from the Yelp API and building user-friendly interfaces.
- Utilized: Swift, SwiftUI, MapKit, CoreLocation, Yelp API, Model-View-ViewModel Architecture (MVVM).

Home Cooking Recipes iOS App - Software Developer

[GitHub](#) | [App Store](#)

- Designed and developed a cooking app with 600+ downloads from 8 countries on the App Store by fetching the data from JSON files and building user-friendly interfaces.
- Utilized: Swift, SwiftUI, Model-View-ViewModel Architecture (MVVM).

Tic Tac Toe iOS Game - Software Developer

[GitHub](#) | [App Store](#)

- Rebuilt the classic Tic Tac Toe game, which has 150+ downloads from 5 countries on the App Store, with 3 different levels of AI using Randomized Algorithm, Greedy Algorithm, and Minimax Algorithm.
- Utilized: Swift, SwiftUI.