

# Abraham Trinh

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## Education

**Bachelor of Science, Computer Science (Software Engineering)** August 2018 – December 2022  
Arizona State University – Tempe, AZ GPA: 3.81 / 4.00  
Honors: Summa Cum Laude, Eta Kappa Nu Honors Society, Dean's List (2018 – 2022)

## Work Experience

**Medtronic** Mounds View, MN  
Software Engineer I January 2023 – Present

- Work on the MyCareLink Heart (MCLH) mobile application

Summer Engineering Intern June 2022 – August 2022

- Developed **Azure DevOps** pipelines to implement **CI/CD** within MCLH development cycle
- Wrote **Powershell** scripts to queue automated tests with custom Test Manager
- Wrote unit tests in **C#** to test new features in **Xamarin.Forms** application

**EdPlus at Arizona State University** Scottsdale, AZ  
Computer Science Course Tech Assistant March 2021 – December 2022

- Coordinated with ASU instructors to develop an interactive online course for an intro CS course teaching **Java**
- Developed in-depth video content to aid student learning in specialized topics
- Designed learning strategies for learning **Java** reaching 1600+ students

**Ira A. Fulton Schools of Engineering at Arizona State University** Tempe, AZ  
Undergraduate Teaching Assistant January 2021 – December 2021

- Tailored individualized learning strategies for learning **C/C++** to 250+ students
- Facilitated office hours and monitored discussion board to answer student questions
- Reviewed lecture and quiz material to allow for effective teaching and learning comprehension

## Technical Skills

Operating Systems	Windows, macOS, Linux
Programming	C#, Java, C++, C, Python, MATLAB, Unix shell, Powershell
Mobile App Development	Swift, SwiftUI, UIKit, Xamarin, Xamarin.Forms
Web Development	React, Node.js, Tailwind CSS
Software Engineering	CI/CD, SQA, Unit testing, Software architecture, Design patterns
Tools	Git, Appium, Azure DevOps, Postman, Unity

## Projects

**Capstone: Game Development | C#, Unity** Developer January 2022 – December 2022

- Worked in a team of five to develop a rogue-like role-playing game with procedural level generation using **Unity**
- Researched and implemented the game's **procedural generation** and level design using **C#**  
Algorithms researched: *cellular automata, marching squares, and edge detection*

**Boba Buddy: iOS Application | Swift, UIKit, Google Places API** Designer and Developer October 2021 – December 2021

- Developed an iPhone application using **Swift** and **UIKit**, allowing users to find nearby Boba Tea shops

## Extracurricular

**Google Developer Student Club at ASU** Vice President January 2022 – December 2022

- Met with core executive members to discuss club meetings and develop coding workshops for 800+ club members

Creative Lead August 2021 – January 2022

- Promoted upcoming events and managed event live streams

**Sun Devils DJ Club at ASU** Marketing Lead August 2021 – December 2021

- Collaborated with marketing team members to promote upcoming events and create advertising for social media

**IEEE-Eta Kappa Nu, Epsilon Beta Chapter** Alumni November 2021 – Present