WES (PHUOC) TRINH   SOFTWARE ENGINEER

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SKILLS:

Python, Javascript, Typescript, React, Redux, Ionic, HTML, CSS, Node, Express, Flask, Firebase,SQL, Postgresql, Sequelize, SQLalchemy, UI/UX Design, DS/Algorithms, Postman,Unit Testing(Mocha/Chai, Pytest),Linux, Docker, Git, Agile Methodologies, AWS, Figma, Adobe

EXPERIENCE:

Novvum – Software Development Agency: *UI/UX Intern, Mobile Developer*   Sep 2020 – Dec 2020

- Designed **UI/UX** for an event-based mobile application system, utilizing best design patterns and modern mobile UI/UX for both **iOS & Android** based on client's technical and functional requirements.
- Led the design and implementation of the mobile payment processing feature, leveraging the **Stripe API** as well as **Firebase** and **Ionic Angular** to build the mobile client side.
- Managed and deployed a microservice on **AWS lambda** for server side logic to handle secure payments.

PROJECTS:

Hotpotato (*Python, Java Script, Flask, SQLalchemy, React/Redux, Docker)*   live | github
Hotpotato allows the user to really share and find amazing recipes to the world all in one place

- Designed the overall structure, **UI / UX** of the project to allow a responsive and intuitive feel with **Figma**
- Leveraged relationships, joins table, eager loading, and **SQLalchemy** models to design and implement the database for core features like the ability to follow & maintain followers, ability to apply & query categories.
- Crafted **> 75%** of the **CRUD API** required to query, transport, mutate, and update data with proper authorization & validation middlewares to ensure protection.
- Created responsive **UI** components in **React** like cards, carousels, modals with **pure vanilla CSS modules**.
- Integrated frontend components with **Redux/Thunk** to streamline data & maintain state for components.

Active Cards   (*Python, Flask, SQLalchemy, JS, React/Redux, Docker)*   live | github
A flexible flashcard application with extensions like free response, multiple choice, whiteboard, and more.

- Integrated and crafted **React** components from scratch to reflect the functionality required to allow users to generate decks with flashcards and ability to contain them within a directory system.
- Utilized **pure vanilla CSS** w/ BEM naming convention to style and create a responsive feel for the components.
- Implemented backend **RESTful API** that utilizes **SQLalchemy** models and **WTForms** to query, validate, and update data to communicate with the frontend.
- Ensured backend validation and authorization by using **Flask** login package to verify users so that personal data are not vulnerable to bad actors

Top Fun   (*JavaScript, NodeJS, Postgres/Sequelize, ReactJS)*   live | github
Tier list based application to allow users to craft lists of their favorite topics and share it with others

- Implemented and designed an intuitive **UI** with **Figma** for creating lists and items using a step by step process with modals as well as form validation on both the client and server side to ensure proper data communication.
- Crafted components like modals, carousels, dropdowns, forms, etc. from scratch with **pure CSS**
- Generated **RESTful APIs** that utilizes **Sequelize** models to perform CRUD operations as well as backend validation and authorization to protect data that belongs to the user.

EDUCATION:

University of California Irvine - *BS Informatics – Human Computer Interactions*   *Graduated: March 2021*
AppAcademy –24 week, 1000+ hr **full stack software development** bootcamp with a < 3% acceptance rate.   *2021*

EXTRACURRICULAR

Blessed Sacrament Vietnamese School - *TA Volunteer*   Sep 2017 – Jan 2020

- Volunteered as a T.A. to teach 1st grade students how to read, write, and speak Vietnamese every weekend.
- Planned alongside fellow teachers and customized learning materials, ensuring quality learning for students.

Video Game Design Club (VGDC) - *Writer / Designer*   Sep 2018 - March 2019

- Collaborated with a diverse team to craft an amazing visual novel game with an interactive and intuitive story.
- Designed the game's world and characters; wrote 3 different story routes for 3 of the 4 different characters.