

Jimmy Truong

COMPUTER SCIENCE MAJOR · SENIOR

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Education

Colorado School of Mines

Golden, Colorado

BS IN COMPUTER SCIENCE

Aug 2019 - Expected May 2023

- **Current Courses:** Operating Systems, Machine Learning
- **Completed Courses:** Programming Concepts, Data Structures, Data Science, Database Management, Software Engineering, Advanced Software Engineering, Web Programming, Web Applications, Game Development, Computer Organization, Algorithms, Programming Languages, Computer Graphics, Info Security & Privacy

Skills

Programming Java, Python, C++, HTML, CSS, SQL, Java Script

Tools Git, Visual Studio Code, JetBrains CLion, PostgreSQL, Jupyter Notebook

Projects

Point-In-Time Data Recovery UI

CAPSTONE PROJECT - ADVANCED SOFTWARE ENGINEERING

- Worked closely with Datava to create a UI for their data recovery backend
- The code we created was integrated into their existing Web App, so we had to learn the pre-existing code base and write to their coding standards
- The point in time UI was created for Datava and their clients to restore a point in time snapshot of the tables they've created. Since the capstone class was a 6 week course, we created the minimum viable product. Their interns and developers took over the project to push it to production.
- Skills: PHP, ExtJS, SQL, Databases, JavaScript

Akari Novels

PERSONAL PROJECT

- Light novel tracking website
- Designed and developed a full-stack website using Next.js as the frontend framework and Supabase as the backend database.
- Utilized Tailwind CSS for styling and Chakra UI for UI components.
- Implemented responsive design for optimal user experience on various devices.
- Uses user authentication to use some services
- <https://github.com/kaizelzero/akarinovels>
- Skills: Javascript, React, PostgreSQL, Authentication

Unstoppable Game

FINAL PROJECT - WEB PROGRAMMING

- Very simple Galaga type game where you dodge bullets and shoot the enemy team
- Group Project where we used what we learned to create a game with HTML and Javascript.
- Used polymorphism to create all entities on screen and uses sound assets.
- Playable at <https://kaizelzero.github.io/Unstoppable/> and project found at <https://github.com/kaizelzero/Unstoppable>
- Skills: HTML, JavaScript

Clue Game

FINAL PROJECT - SOFTWARE ENGINEERING

- Simple Clue Game with dumb AI and Interactive GUI
- Group Project where we created a game using Java and implemented OOP and AGILE practices.
- This project also helped us develop our github skills by using branches and merge requests to merge the branch into main.
- Skills: Java

Work Experience

NOAA

Boulder, Colorado

TECHNOLOGY INTERN

Jul 2018 - Aug 2018

- High school career connect internship program where you work with a client and gain experience working with technology.
- Created postcards to hand out to people visiting NOAA booths during career fairs
- Worked in a professional environment where I gained experience in this environment and eventually presented my works at a fair with my peers.