

Jimmy Truong

Location: Denver, Colorado, USA

Junior Software Engineer

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EDUCATION

Colorado School of Mines

Bachelor of Science in Computer Science

Golden, Colorado

Aug 2019 – May 2023

- **Relevant Coursework:** 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, Information Security & Privacy, Operating Systems, Machine Learning

PROJECTS

Point-In-Time Data Recovery UI

Capstone Project

- Collaborated with Datava and a team to design and implement a user-friendly UI for a data recovery backend.
- Successfully integrated the code into an existing web application, ensuring adherence to coding standards.
- Developed a solution that enhanced data recovery capabilities and scalability.
- Managed to deliver the Minimum Viable Product (MVP) within a challenging time frame.
- **Skills:** JavaScript, PHP, ExtJS, SQL, Web Development, Database Integration, Agile Project Management

Clue - Game

Software Engineering Class

- Led a team in creating a Java-based Clue game with an interactive GUI.
- Applied Object-Oriented Programming (OOP) principles and Agile practices.
- Utilized version control systems like Git and GitHub for collaborative development.
- Demonstrated strong technical leadership in a team environment.
- **Skills:** Java, Git, GitHub, Agile Methodologies, Game Development

Digit Recognition

Data Science Class

- Developed a machine learning program using Python, achieving high accuracy in digit recognition.
- Utilized computer vision techniques to predict digits based on pixel values.
- Designed and created a user-friendly Python application for real-time digit prediction.
- Machine learning test accuracy of 98.8%
- **Skills:** Python, Machine Learning, Computer Vision, Python Libraries (e.g., Numpy, Pandas)

Overcharge - Game

Game Jam

- Created a top-down, twin-stick shooter game using Godot, a game engine.
- Designed and developed a playable game, showcasing game design and development skills.
- Created while learning a new engine and its programming language
- **Skills:** Godot, GDScript, Game Development, Game Design

TECHNICAL SKILLS

Languages : JavaScript, Typescript, Java, HTML, CSS, C++, Python

Frameworks : React.js, Next.js, CSS, Tailwind CSS, Node.js

Databases : MongoDB, PostgreSQL, Firebase, Supabase

Dev Tools : Visual Studio Code, Git, Github, JetBrains CLion, Jupyter Notebook