Darren Trieu

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TECHNICAL SKILLS

Languages: C, Python, Java, JavaScript, HTML/CSS, C#, SQL, Bash Scripting
Frameworks: React, Node.js, Express, Flask, WebRTC, Mocha, Chai
Developer Tools: Git, Unity, Godot, Agile, Scrum, Figma, Jira, mySQL, Docker, MongoDB, Firebase, NeDB

EDUCATION

University of Toronto Scarborough   Toronto, ON
Candidate for Honors Bachelor of Computer Science (Co-op) (BSC)   *Class of 2025*

WORK EXPERIENCE

Automation Analyst | *RBC*   Sept 2024 - Present
- Enhanced existing Robotics Process Automation solutions by identifying opportunities for improvement and implementing new features, increasing efficiency by up to 200% and saving 100+ hours of manual work a month
- Organized and coordinated a monthly department-wide networking event with over 50 attendees, helping to build collaboration and communication between colleagues

PROJECTS

Passion Pals | *HTML/CSS, Javascript, React, MongoDB, Node.js, Express, Docker, Git, Jira*
- Developed a web application in a team of 6 using the MongoDB Express.js React Node.js stack with RESTful API, and implemented CI/CD using GitActions, Docker, and Kubernetes
- Practiced Agile and Scrum methodologies, facilitating regular stand up meetings on Slack and sprint cycles on Jira to collaborate and communicate with teammates effectively
- Features user authentication with email, event management, searching and filtering feed, friends functionality, live messaging, SMS notifications, real-time updates, and much more

Act It Out | *HTML/CSS, Javascript, React, Next.js, Express, Git, WebRTC*
- Collaboratively developed "Act It Out" in a team of 3, a Next.js-based web application leveraging RESTful API to allow users to seamlessly drop in and play Charades online with friends
- Led the implementation of WebRTC, utilizing PeerJS as a wrapper to connect multiple users in an innovative manner to allow for flexible camera switching

PintOS | *C, Linux, Git*
- Collaborated within a team of three to complete PintOS projects one through four, contributing ideas, insights, and code, honing both individual and group project management skills
- Engaged in a comprehensive study and practical implementation of operating system principles, gaining hands-on experience in kernel development, system calls, threads, memory management, and core OS functionalities

Magic Survivors | *Godot, GDScript*
- Created the indie project Magic Survivors using the Godot game engine, acquiring proficiency in diverse areas such as game development, game design, user interface design, and user experience
- Demonstrated flexibility and problem solving skills by addressing challenges in developing dynamic combat, progressive leveling, skill systems, animations, visual effects, and item systems to create a fun user experience
- Gained hands-on experience with the Godot game engine, showcasing competence in utilizing and adapting to different frameworks for software development

Power Platform | *Assembly, MARS 4.5*
- Developed a robust platforming game using MIPS assembly in MARS 4.5, demonstrating proficiency in low-level programming and deepened understanding of computer architecture concepts
- Implemented diverse game mechanics, including a health system, interactive items, moving platforms, dynamic sprites, and animated win/lose screens, showcasing versatile programming abilities