

Darren Trieu

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TECHNICAL SKILLS

Languages: C, Python, Java, JavaScript, HTML/CSS, C#, SQL, Bash Scripting

Frameworks: React, Node.js, Express.js, Flask, WebRTC, Mocha, Chai

Developer Tools: Git, AWS, Unity, Figma, Jira, MySQL, Docker, MongoDB, Firebase, Visual Studio Code

Systems & Hardware: Windows, Linux, Unix, Ubuntu, Computer Building, Logic, Computer Organization

EDUCATION

Bachelor of Computer Science (Co-op) (BSc)

Sep 2021 - Dec 2025

University of Toronto

Toronto, ON

WORK EXPERIENCE

Automation Developer

Sep 2024 - Aug 2025

Royal Bank of Canada

Toronto, ON

- Tested, debugged, and migrated **over 50 automation bots** to newer software versions as part of a large-scale migration project, working with **multi-functional teams** to ensure success and reliability
- Implemented fixes and new features to existing automation processes, **improving throughput and reliability** to meet the various needs of different business and operation teams
- Organized and coordinated a **monthly department-wide networking event** with over **50 attendees**, helping to connect colleagues through team-building games

PROJECTS

2D Platforming RPG | *Unity, C#, Aesprite*

- Developed a **2D platforming RPG in Unity and C#** from the ground up, implementing core game mechanics such as running, jumping, a basic combat system, and a user interface
- Utilized Unity's built in Animator and Physics2D systems to create **responsive character movement** and **attack animations**

Magic Survivors | *Godot, GDScript, Aesprite*

- Created an **action-survival game in Godot** inspired by Vampire Survivors, featuring wave-based enemy spawns, a variety of different attacks, and progressively scaling difficulty
- Designed and implemented a **dynamic skill and upgrade system** that allows players to unlock new spells, enhance existing abilities, or boost character stats as they progress

Passion Pals | *HTML/CSS, Javascript, React, MongoDB, Node.js, Express.js, Web Sockets, Docker, Git, Jira*

- Developed a **social web application** in a team of 6, allowing users to coordinate events with **real time event managing** by using **RESTful APIs** and **web sockets** to ensure flexible and stable communication between users
- Practiced **Agile and Scrum methodologies**, facilitated regular stand up meetings using Slack and managed sprint cycles on Jira, helping to coordinate the full-stack web development

PintOS | *C, Linux, Git*

- Collaborated within a team of three to complete PintOS projects one through four, contributing ideas, insights, and code to implement a **functional operating system** using C as a **system programming language**
- Engaged in a comprehensive study and **practical implementation of operating system principles**, gaining hands-on experience and in-depth knowledge of system programming such as **system calls, threads, memory management**, and other core operating system functionalities

Kirbo Bot | *AWS, Python, Java, Command Prompt*

- Developed a **Discord bot** that connects with an **AWS cloud instance** to manage game servers using **scripts**, providing a convenient way for players to run a multiplayer server with friends
- Implemented bot features like command listening, including commands to send into the **server terminal** and **Java arguments** to customize the server configuration