ALEX TRUONG

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EDUCATION

University of California, Berkeley

Bachelor of Arts, Computer Science

Bachelor of Arts. Data Science

Expected May 2024 Berkeley, CA

Relevant Coursework: Advanced Algorithms (IP), Data Structures, Machine Structures (IP), Discrete Math & Probability, Principles & Techniques of Data Science, Structure of Computer Programs, Circuit Design and Theory I

WORK EXPERIENCE

Amazon

May 2022 - August 2022

Software Engineering Intern

Sunnyvale, CA

- **Created** and deployed four asynchronous REST/CRUD APIs to production, reducing 504 timeouts failures by 98% for 20,000+ existing customers using Java, AWS DynamoDB, Lambda, SQS, ECS, CloudFormation
- **Designed** data-secure API models reviewed at the team-level and validated by Coral service, preventing data-loss incidents while adhering to AWS Well-Architectured Framework reducing CI/CD & operational costs by \$10,000
- Wrote extensive amount of unit tests in accordance with established standards and conventions for new APIs
- Conducted end-to-end integration flow test covering all possible edge-cases, minimizing code churn by 25%
- Contributed to code reviews and participated in agile development practices including daily stand-up, sprint planning, and responding effectively to fast-paced changes, implementation obstacles, and code review comments

Dragonfruit Media

January 2021 - September 2021

Remote

Marketing & Data Intern

- Developed proprietary data analysis tools for YouTube videos, generating \$20,000 of monthly revenue
- *Increased* client subscriber count by 920,000+ and video views by 45% (4 million) by utilizing analytics data from client videos to improve retention, watch-time, and thumbnail click-through rates
- Created email marketing campaigns by developing a personalized strategy to promote and establish services
- Worked with Linktree, Scalable Co, Ali Abdaal (2M subscribers), David Perell (16K), and Nat Eliason (13K)

PROJECTS

Grade Predictor

GitHub: https://tinyurl.com/cs70grade

• **Built** grade predictor tool used by 500+ students per semester that determined with 90% accuracy the standard deviation range a student needed on the final to achieve a specific grade using Python, NumPy, and SciPy

Version Control Private Repo

- Designed, developed, and tested command-line interface in Java similar to Git
- Implemented support for init, add, commit, rm, log, global-log, find, status, checkout, rm-branch, reset, and merge

Al Board Game Private Repo

- Developed two-player board game, allowing a user to play against an AI, another player, or make the AI play itself
- Implemented an AI using minimax algorithm (w/ alpha-beta pruning) that can read 4+ moves ahead using Java
- Wrote extensive amount of integration tests that covers all edge cases (invalid moves, incorrect args, etc.)
- Designed GUI interface to handle mouse events, parse user input and redisplay board changes using Swing toolkit

SpotJournal GitHub: https://git.io/JIEAY

- **Developed** full stack web application, a mental health journal that analyzes user's listening data from Spotify to give music suggestions to help improve your mood using Python, Flask, & MySQL -- deployed on Google Cloud
- Built back-end service to create requests and handle responses and tokens from Spotify & YouTube RESTful API
- Created and integrated web scraper with API handler to parse JSON data and other important YouTube metrics

TECHNICAL SKILLS

Languages: Java, Python, SQL, JavaScript, HTML/CSS

Tools: Git, Linux, AWS (DynamoDB, Lambda, SQS, CloudWatch, CloudFormation, ECS, S3) **Libraries:** Pandas, NumPy, scikit-learn, seaborn, plotly, Matplotlib, Jupyter, Guava, Guice **Development Practices:** OOP, REST, CRUD, Agile development, test-driven development