KEVIN TRIEU

SOFTWARE ENGINEER

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SKILLS

C++ · OpenGL · Typescript · Python · SQL · React · Node.js · GraphQL

EXPERIENCE

GAME PROGRAMMER

EDEN INDUSTRIES | SEP 2022 - DEC 2022

- Added 3D skeletal animation system to **C++** game engine, supporting multiple model formats via a build-time processing tool for model data
- Assisted with porting of **C++** FNA rendering code to the PlayStation 4, allowing existing shaders and rendering code to be used without modification

FULL STACK DEVELOPER

GEM SOFTWARE | JAN 2022 - APR 2022

- Added client and server-side Amplitude logging framework to product, enabling more accurate insights into product usage, like retention rates and frequently used search filters
- Owned saved search feature, making search easier to use and driving engagement. Designed **PostgreSQL** data model and **GraphQL** API, and collaborated with product and design stakeholders to create **React** UI
- Synced ~5000 Google Calendar events per day to candidate profiles for recruiters, using a **Python** pipeline and the Google Calendar API, authenticated with **OAuth**

FULL STACK DEVELOPER

SNAPTRAVEL INC. | MAY 2021 - AUG 2021

- Integrated a **CMS** into a **React** app, allowing stakeholders to make quick changes to static pages
- Optimized **Webpack** configuration, improving build times and bundle size

PROJECTS

POLYTOPE

github.com/ktrieu/polytope

- Built **OpenGL** graphics engine in **C++** with directional lighting, texturing, material system and shadow mapping
- Built processing tool to serialize resource files and hot-reload changes, improving developer experience and optimizing engine performance

IDEA-BOT

github.com/ktrieu/idea-bot

- Created a Discord bot using **Python** and **GPT-3** to generate article ideas for campus publication
- Used multi-process message-passing architecture to ensure bot remained responsive while making API calls

EDUCATION

BACHELOR OF COMPUTER SCIENCE - UNIVERSITY OF WATERLOO

SEP 2018 - APR 2023

- Average: 85%
- **CS 444 - Compiler Construction -** Writing compiler for a Java subset, Joos 1W, to x86 assembly, in **Rust**