

# Truman Choy

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## Experience

### REUs (research experience for undergraduate students)

Hawaii Climate Data Portal 2024-2025

- Developed a [climate data visualization application](#) in TypeScript with Next.js
- Gained experience developing a web application from the ground up.

Tapis 2023-2024

- Developed web applications for interacting with the HPC systems at UH Manoa.
- Gained experience in software engineering, UI/UX design, CLI, and working with others.

### Internships

Malamago 2025

- Developed, with a teammate, a full-stack application for an undergraduate capstone project.
- Led to an internship with Malamago during which we further developed the application.

Pi'ikū Co. 2025

- Developed software solutions to real-world problems for Zippy's in a cross-functional team.
- Learned agile development and greatly improved teamwork and communication skills.

Vanta 2024

- Researched web game development frameworks.
- Developed a [web game](#) with Phaser.io and JavaScript.

## Skills

### Technical skills

- Languages: TypeScript, JavaScript, Java, Python, C, C++
- Tools: Git, GitHub, Azure DevOps, Bash
- Frameworks/technologies: React.js, Next.js

## Education

**University of Hawai'i at Mānoa** 2021-present

Honolulu, Hawai'i

*Master of Science in Computer Science*

- Expected: Fall 2026

*Bachelor of Science in Computer Science*

- Received: Spring 2025

**Moanalua High School** 2017-2021

Honolulu, Hawai'i

*High School Diploma*

- Received: Spring 2021

## Activities

UH Esports Counter-Strike team lead 2023-present

- Leading, managing, and playing for the Counter-Strike team at UH Esports.

Research 2025-present

- Research interest: AI in education.
- Investigating use cases and impacts of generative artificial intelligence in an introduction to software engineering course.