

# Andrew Do

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## PROFILE

Current Computer Science major at Loyola University Chicago and Technology Trainer at Compudopt. Actively seeking a summer internship in software IT or related tech fields to further develop practical skills.

## EMPLOYMENT HISTORY

Aug 2023 — Present	<b>Technology Trainer, Compudopt</b> Chicago
<b>Technology Training:</b> Conduct technology training sessions ranging from hardware and software subjects. This included coding, robotics, hardware troubleshooting, and software components.	
<b>Programming Instruction:</b> Specifically, effectively teach students a variety of programming languages including Javascript, Python, Makecode, and Scratch. The curriculum with Makecode extends to incorporating hardware elements such as Microbits for constructing sensors and other technology-related projects.	
<b>Curriculum Development:</b> Develop and adapt training materials and interactive lesson plans to ensure thorough learning experiences. Also, collaborated with colleagues during this process.	
<b>Community Engagement:</b> Participate in community outreach efforts to promote tech education.	
Jun 2021 — Aug 2021	<b>Volunteer, Integris Bass Baptist Hospital</b> Enid
<b>Patient Assistance:</b> Engaged in welcoming patients, addressing inquiries, and providing navigational guidance to enhance the patient's experience.	
<b>Medical Supply Coordination:</b> Responsible for organizing medical devices and supplies for nurses and doctors. Made sure to communicate with medical staff to place items in the correct department.	
<b>Document Management:</b> Organized and filed paperwork, encompassing patient records and medical charts. Maintained protocol for confidentiality to maintain data integrity.	
Jun 2017 — Jul 2021	<b>Stock Manager, Mac's Mart 2 and Sooner Stop</b> Enid
<b>Product Management:</b> Monitored inventory levels in order to ensure products were always stocked.	
<b>Quality Control:</b> Checked for damages, and defects and made sure the correct amount of product was received.	
<b>Communication:</b> Assisted customers with basic inquiries. Sharpened my communication skills.	
Jun 2017 — Aug 2019	<b>Summer Camp Instructor, Enid Korean Church of Grace</b> Enid
<b>Activity Leadership:</b> Led group activities and facilitated lessons at a church camp for children of various ages and backgrounds.	
<b>Language Instruction:</b> Assisted in teaching Korean language and culture to young learners, using engaging and interactive methods.	
<b>Curriculum Design:</b> Developed and implemented curriculum and lesson plans for language instruction, incorporating games, songs, and other fun activities.	
<b>Inclusion and Team Building:</b> Fostered a positive and inclusive environment that promoted teamwork, respect, and cultural understanding.	

## EDUCATION

Aug 2020 — Present	<b>Computer Science, Loyola University Chicago</b> Chicago
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## SKILLS

Algorithms	Front-end/Back-end Development
Java (Programming Language)	Teaching
Python (Programming Language)	Operations
HTML5/CSS (Programming Language)	Communication
	Quality Control
	Document Management

JavaScript (Programming Language)  
Object-Oriented Programming  
C (Programming Language)

LANGUAGES	English	Korean
PROJECTS		
Jan 2024 — May 2024	<b>Health Tracker</b>  As an integral part of the "Health Tracker" application, I developed the initial framework for the social engagement features. This feature allows for a user community through an interactive forum that encourages dialogue and health-related insights. The addition of a competitive yet collaborative environment where users are able to partake in health challenges which includes tracking daily steps and working towards a target BMI. Completion of these challenges will result in users with digital achievements, adding an element of gamification to encourage user engagement. To enhance security and usability, Firebase was implemented into the project for user authentication.	Chicago
Jan 2024 — May 2024	<b>Landfall</b>  In "Landfall," an RPG that allows players into the role of a Private Military Company (PMC), you navigate varying difficult battles and manage contracts. My contributions focus on developing core gameplay mechanics—specifically, player movement and enemy interactions within a Pygame framework (Python). The game revolves around a reputation-based system where skill upgrades and encounters with hostile CPU-controlled adversaries shape the player's journey. Advancing through the game, players earn a higher reputation and greater financial rewards, which can be used to enhance their capabilities. Ultimately, "Landfall" offers a unique, strategic experience as players climb the ranks in this immersive world.	Chicago
Sep 2023 — Apr 2024	<b>Personal Portfolio</b>  This website was developed using HTML, CSS, and JavaScript to showcase the entirety of my portfolio. It features detailed descriptions of my projects, along with links to their respective GitHub repositories. Additionally, the site includes a contact page that uses Google Sheets to collect inquiries. You can also find links to my LinkedIn, GitHub, and Instagram profiles. Lastly, you can directly download my resume in the format of a pdf.	Chicago
Jan 2024 — May 2024	<b>Forth</b>  We are currently developing a C-based interpreter for the Forth programming language. As of now, I have focused on implementing and manipulating variables which involves designing a comprehensive system that allows the interpreter to recognize and process variable tokens from user inputs. We also plan to add additional support for functions and the "REPL" of Forth. This project has been a crucial step in my understanding of low-level programming.	Chicago