ANDY VU

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EDUCATION

Northwestern University, Evanston, IL   **June 2026**
Bachelor of Science, Major in Computer Science   **GPA 3.50/4.0**
- Relevant Coursework: Fundamentals of Programming (Sequences 1, 1.5, and 2), Honors Engineering Analysis, Design Thinking and Communication, Multivariable Calculus

TECHNICAL PROJECTS

Interactive Poker Simulator   **April 2019 - now**
- Programmed a fully functional poker program in Python that allows the user to play against the computer using the terminal
- Designed an algorithm in order to calculate the ranking of each hand based on the cards that are in play
- Implemented a decision-making algorithm for the computer based off the strength of its hand and the user's actions
- Currently updating the program to add two more computer players to the game so the user can play a full round of poker

Linked List Library   **December 2022**
- Developed a Python library that provides 6 functionalities to linked lists that allow users to create a linked list from a normal list, to more conveniently access, replace, insert, and delete data from a linked list, and to obtain the length of a list

Weather App   **July 2022**
- Programmed a rough replica of the Apple Weather app using Swift, SwiftUI, XCode, and the OpenWeather API that displays information on current conditions, the 12-hour and weekly forecast, precipitation, humidity, and the wind
- Utilized Swift's Codable protocol in order to parse and represent the JSON data pulled from the OpenWeather API
- Implemented Swift's CoreLocation library to access the weather information at the user's location with their permission

Automatic Whiteboard Cleaner   **January - May 2022**
- Built a robot using a combination of VEX kits and 3D printed parts that traverses and cleans the entirety of a whiteboard
- Employed magnetic treads to adhere the robot to the board, motors to power the treads, and sensors to navigate the board
- Programmed a Raspberry Pi with Python so that the robot knows when to stop, turn, and go backwards or forwards
- Cooperated with 3 other peers for the entirety of the project using the SCRUM development methodology

Quick Mental Math App   **April 2020**
- Developed an iOS app with 1000+ downloads on the App Store using Swift that helps elementary students learn basic math operations in a more efficient and environmentally friendly way compared to the traditional paper-pencil method

RELEVANT EXPERIENCE

Responsible AI Student Organization (RAISO), Evanston, IL   **September 2022 - now**
Projects Committee
- Learn how to use the NumPy and Pandas Python libraries as well as other machine learning concepts in order to collaborate with a team to apply these concepts and develop an AI-related technical project over the course of an academic term
- Actively engage in weekly workshops about AI development as well as group discussions regarding AI ethics

Future Business Leaders of America (FBLA), Kearney, NE   **August 2020 – May 2022**
Officer
- Cooperated with the other officers in order to plan and implement weekly meetings and activities for 30+ members
- Attended and actively engaged in professional development workshops at 7 state and national level leadership conferences
- Developed an iOS application for my high school that displayed a school calendar, a dynamically updating lunch menu, a faculty directory, and the school's Twitter page for the Mobile Application Development national competition

SKILLS & INTERESTS

Languages: Vietnamese (proficient), English (native)
Technical: Python, Swift, SwiftUI, Java, C, SQL, MATLAB, Git
Additional Interests: Chess, Tennis, Travel, Saxophone, Kayaking, PC Building