ANTHONY MAI

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EXPERIENCE

Administrative IT Assistant | UC Riverside, Academic Personnel Office
2016-18
- Collaborated on creating a system in MS Excel to scan and validate confidential document for over 800+ professors
- Trained and supervised student to fulfill departmental responsibilities
- Provided technical and labor-intensive support to improve work flow and time of department staff
- Managed and updated information on department websites through OUCampus CMS in HTML/CSS keeping in mind the restrictions set by the software and university policies
- Designed and implemented a new website on Drupal 8 with the intention on providing a more aesthetically and strategic design for staff/faculty to easily locate desired resources

Director of Media | Theta Tau Co-ed Professional Engineering Fraternity
2015-17
- Created the position to satisfy the lack of publicity in promoting the fraternity
- Lead team-meeting and communicate vision for publicity projects
- Research and quickly learn new editing skills when creating video projects in Premiere Pro

Support Media Officer | UC Riverside, Multimedia
2015-16
- Enhanced the quality and effectiveness of instructional delivery methods
- Provided technical support and customer service to achieve greater impact in the classroom
- Wrote thorough reports to ensure effective quality communication between clients and advisors

PROJECTS

Academic Personnel Office – Drupal Migration Project
2018
- Collaborated with the Principal Analyst and the Technology & Data Analyst to create a department website that would provide all the resources for faculty
- Designed and implemented website prototypes, using wireframe and Drupal 8 content-management framework
- Presented functional prototype team weekly explaining the current experience of the website and milestones that encountered

Ideal College Apartment Control (ICAC)
2016
- Developed embedded system protype in C allowing college students to manage house security by remotely controlling electronic component inside the house (i.e. light switches, door lock, garage door) via Android app
- Implemented FreeRTOS to properly schedule tasks between different peripherals for better utilization the central microprocessor

Eight-Puzzle AI Algorithm Program
2016
- Developed console application in C++ to find solution to unsolved eight-puzzle using A* Search
- Compared the run-time of different heuristic (i.e. Uniform Cost, Misplaced Tile, Manhattan Distance) returning the heuristic with the optimal solution

R-Shell
2016
- Developed a wrapped system call console application which users can pipeline multiple commands through an emulated shell terminal
- Implemented multiple design patterns utilizing OOP in C++ allowing ease in future build upon and reusability of program
- Managed a group progress, using agile methodology (i.e. Scrum), to ensure a functional program weekly
- Created bash scripts so that could streamline different test cases to test correctness of the program

"A Dog For All Four Season" Embedded System Game
2016
- Developed an embedded system program in C simulating the virtual game "A Dog For All Four Season" into a physical video game using different hardware components (i.e. keyboard control, LCD display)
- Implemented multiple finite state machines into the Atmega1284 microcontroller to control the interaction between different hardware component allowing the player to interact with the game and communication to Arduino via USART to display the game screen

Jugs Puzzle
2016
- Developed a console application in C++ to find if it is possible to get a desired measurement of water using two jugs with amounts different from the desired amount
- Implemented graphs to map relationship of the different consequences/states of the individual jugs based on different actions taken (i.e. pour jug A into B, fill water in jug B etc.) to get the desired amount and display the steps (if a solution is found)

RELATED COURSES & SKILLS

INTEREST Photography, Videography, Dance, Bouldering
TECHNOLOGIES C/C++, Java, Javascript, HTML & CSS, PostgreSQL, Python
SOFTWARE & TOOLS Android Studio, Arduino, Bash, Firebase, Git, Github, Vim
GRAPHIC SOFTWARE Adobe Illustrator, Lightroom, Photoshop, Premiere Pro, Adobe XD
OTHER TOOLS Agile Method, Drupal, OmniUpdateCampus (OUCampus), Sharepoint, Trello, WordPress
NON-PROGRAMMING LANGUAGES English, Vietnamese

EDUCATION

University of California, Riverside B.S. Computer Science
2014-18