

Connie Luong

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OBJECTIVE

Looking for a challenging internship in front-end developing where I can utilize my problem solving skills, attention to detail, and relevant experience to benefit the team, myself, and the company.

RECENT SIDE PROJECTS

Portfolio — Sep 2018

- Used HTML, CSS, and JavaScript to design and build a website showcasing information about me and my projects
- Utilized Photoshop to create and design mockups
- Promoted a user friendly yet aesthetically-pleasing way to access important information

Ripple — Aug ~ Sep 2018

- Used AdobeXD, Photoshop, and high and low fidelity prototyping to implement app prototype and user interface design
- An application intended to help users discover activities that would help check off items from their bucket list
- Worked on the design and development of app for target group of ages between 50 and 80

Seefood — Aug ~ Sep 2018

- Used HTML, CSS, and JavaScript to create mockup for app
- An application that tackles the problem of overchoice when deciding what to eat
- Referred to as “Tinder, but for your food”
- Worked on the front-end development and design of the interface

Numbers — May 2017

- Used Java to implement a number puzzle game
- Implemented class-learned concepts of graphical user interface and edge case handling
- Based on popular game 2048 where users aim to reach a score of 2048 by swiping left, right, up, or down

EDUCATION

University of California San Diego — B.S. Computer Science

SEPTEMBER 2016 - JUNE 2020

Provost's Honors

GPA 3.713

PROGRAMMING LANGUAGES

Recent —

- HTML / CSS
- JavaScript
- C

Less Recent —

- Java
- C++
- Python

TOOLBOX

- Photoshop
- Illustrator
- Adobe XD
- Git
- Low to High-fi prototyping
- Wireframing

LANGUAGES

- English
- Cantonese
- Mandarin