Dung Do

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OBJECTIVE

UC San Diego Sophomore majoring in computer science looking for an intro-level internship within the tech industry.

Education

University of California San Diego   3.62 Total GPA
- Computer Science Major (Expected graduation: June 2020)

Skill Set

- Proficient in Java, C++, C, Python
- Familiar with Javascript, Bootstrap
- Basic Edward and Tensorflow

Class Projects/ Relevant History

- Created a working calculator using Java, C, C++.
  - Basics - addition, subtraction, multiplication, division, and powers
- Created a working 2048 game using Java
  - Started on GUI / front-end aspects of coding
  - Added Undo, Rotate options
- Created Hash Tables in Java and C++
- Created Binary Trees in Java and C++
  - Implemented insert, removal, and other basics of a tree
- Created K - D trees in C++
  - Made a balanced tree given a vector of (x, y) points, with x and y being doubles.
  - Sorted by alternative variable with each level
- Implemented Dijkstra's Shortest Path in C++
  - Found shortest path between actors in movies
- Worked on a team to create a functional Android app called SDStreets using Java
  - Featured house and program searching for the homeless and low-income residents of San Diego
  - Played the role of Senior System Analyst
    - Determined the app's functionality, use cases, and user stories
    - Worked on both frontend and backend using Java in Android Studio
    - Created a working questionnaire that filtered results.

Experience

- Robert Knight's Lab (Dec 2017 - Now)
  - Learning Edward, Tensorflow to model linear regression and look at data sets in microbes
  - Learned about and built basic neural networks for machine learning, using microbe data collected in the lab as data.
  - Wrote code in Python, reading in and transforming data sets into more usable formats.