Dung Do

Software Engineer
do.devon@gmail.com | (408)966-4862 | San Diego, CA | dbsdevon.github.io

EDUCATION

B.S. Computer Science GPA:3.52 Sep 2016 - Jun 2020
University of California, San Diego, San Diego, CA

EXPERIENCE

Lab Assistant Dec 2017 - Aug 2018
Knight Lab, San Diego, CA

- Read, transformed, and visually represented data sets in Python.
- Built basic neural networks for machine learning predicting which body part microbes originated in with Python.
- Modeled linear regression of microbial data sets using Tensorflow.
- Presented findings and results in weekly meetings.
- Awarded Chancellor's Research Excellence Scholarship.

System Analyst Mar 2018 - Jun 2018
SD Streets (Class Project), San Diego, CA

- Utilized Java in Android Studios for both front-end and back-end work.
- Featured house and government-program searching for San Diego residents.
- Discussed with client about app's needs and negotiated features.
- Determined the app's functionality, use cases, and user stories.
- Created a working questionnaire that filtered user input results.
- Sent results back to database to parse through and show best matches.

PROJECTS

Personal Website *HTML, Javascript, CSS, PHP* https://dbsdevon.github.io
Self-built website to represent as a portfolio, utilizing HTML, Javascript, CSS, and PHP for a visually pleasing design.

Light Novel Scraper *Python* https://github.com/DBSDevon/LN_scraper
Python script that utilizes web scraping to allow easy downloads of novels from https://novelupdates.com

Dijkstra's Shortest Path - Movie Actors *C++*
Found the shortest chain of movies between two actors if one exists. Created a priority queue to check for "distance" and implemented a hashtable for efficiency.

2048 *Java*
Recreated the iconic game "2048", playable in the terminal. Utilized a 2D array to display the board. Featured Save, Undo, Redo, and Rotate options.

PROGRAMMING LANGUAGES

Advanced	Java, Python
Excellent	C, HTML
Familiar	C++, Javascript, CSS