Dung Do

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OBJECTIVE

UC San Diego Junior majoring in computer science looking for an intro-level Software Development Engineering internship within the tech industry.

Education

University of California San Diego

• Computer Science Major

3.54 Total GPA

(Expected graduation: June 2020)

Skill Set

- Proficient in Java, C++, C, Python
- Familiar with HTML, CSS, Javascript, Bootstrap
- Basic Edward, Tensorflow, OCaml

Experience

- Lab Assistant Robert Knight's Lab / IBM Collaboration(December 2017 August 2018)
 - Learned Edward, Tensorflow to model linear regression and look at data sets in microbes
 - Learned about and built basic neural networks for machine learning, using sample microbe data collected in the lab as data.
 - Wrote code in Python, reading in and transforming data sets from specific areas into more usable formats.
 - Awarded Chancellor's Research Excellence Scholarship

Projects/ Relevant History

- Worked on a team to create a functional Android app using Java
 - Featured house and government-program searching for the homeless and low-income residents of San Diego.
 - o 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 user input results, sending results of data gathered to the app's database.
- Created a personal website using HTML, Javascript, CSS, PHP
 - Utilized Bootstrap to create a portfolio website.
 - o Implemented sending e-mails through the website with PHP.
- Implemented Dijkstra's Shortest Path in C++
 - o Found shortest path between actors in movies.
 - Implemented using a Priority Queue to check distance traveled and a Hashtable for efficiency.
- Recreated the game "2048" using Java
 - Utilized arrays of arrays to mimic a 4 by 4 grid.
 - o Implemented extra features to the game, "undo" and "rotate."