Duy D. Do

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EDUCATION

University of California, Merced   *Aug 2018 − May 2022*
B.S. Computer Science & Engineering   *GPA: 3.33*

Relevant Coursework: Computer Organization, Data Structures and Algorithms, Discrete Mathematics, Object Orientated Programming
(In Progress: Database Systems, Full Stack Development, Operating Systems)

PROFESSIONAL EXPERIENCE

UC Merced Water Systems Management Lab   **Merced, CA**
Undergraduate Research Intern   *June 2021 − Present*

- Created Python scripts to process climate and hydrology projections into .csv files for data modeling
- Managed lab's website (wsm.ucmerced.edu) as an admin by updating and designing prior and new pages
- Assisted lab members in collecting, analyzing, and storing data relating to various projects

Intelligence Storage Solutions   **San Jose, CA**
Hard Drive Diagnostic Operator   *May 2019 − Aug 2019*

- Ran diagnostics and troubleshooted over 10,000 hard drives to ship to company clients
- Coordinated with the finance team to ensure hard drive inventory was maintained for delivery

TECHNICAL PROJECTS

Snake Game Clone   *Apr 2021 − May 2021*

- Utilized QT Creator and C++ to program a clone of snake game from scratch
- Coded collision logic for the snake when it collides with the board edges and snake body
- Added function for placing apple in random location after being consumed

Bubble Tea Appraisal App   *Aug 2020 − Present*

- Created a mobile app, consolidating restaurant data and user recommendations with Yelp's Fusion API
- Wrote a Python application that performed RESTful requests with deserialization of JSON data
- Designed a GUI with Flutter that consumed parsed data and displayed relevant information

Discord Bot   *Mar 2020 − May 2020*

- Established a chat room bot with JavaScript to parse user commands for a server over 100 members
- Conceived a token system with an auction functionality to encourage members for using the bot
- Customizing and displaying individual user information to increase competitiveness between members

Anagram Game   *Aug 2019 − Oct 2019*

- Devised game's objective where players find all possible words in a random assortment of 9 letters
- Built a web app with Crow framework and C++ to display user input, generated letters, and possible answers
- Leveraged test cases for generated anagram, user inputs, and expected output
- Conducted user testing to validate outcomes

TECHNICAL SKILLS

- **Back End:** C++, Python, SQL, Java,
- **Front End:** Flutter, JavaScript, HTML, CSS
- **Tools:** Git, Node.js, Android Studio, QT Creator