

Duy D. Do

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EDUCATION

University of California, Merced

B.S. Computer Science & Engineering

Expected: May 2022

GPA: 3.33

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

TECHNICAL SKILLS

- **Back End:** C++, Python, Java
- **Front End:** Flutter, JavaScript, HTML
- **Tools:** VScode, GitHub, QT Creator, Android Studio, Node.js, Git
- **Operating Systems:** Windows, Linux, Mac

PROFESSIONAL EXPERIENCE

UC Merced Water Systems Management Lab

Undergraduate Research Assistant

Merced, CA

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

Hard Drive Diagnostic Operator

San Jose, CA

May 2019 – August 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

April 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

August 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 interface with Flutter that consumed parsed data and displayed relevant information

Discord Bot

March 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

August 2019 – October 2019

- Created 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
- Created test cases for generated anagram, user inputs, and expected output
- Conducted user testing to validate outcomes