Huy Vuong

B.S., Computer Science

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HuyNVuong

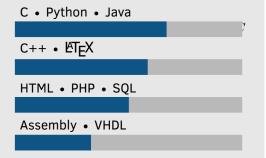
Education -

B.S., Computer Science (GPA: 3.5) University of Nebraska-Lincoln 2017 - 2021 | Nebraska, America Courses:

CSCE 423: Dsgn & Analys of Algorithms **CSCE 361:** Software Engineering

High School Diploma (GPA: 3.94) Lincoln Christian Highschool 2016 - 2017 | Nebraska, America

Programming.



Summary

I am a motivated Computer Science students who is actively looking for internship

Experience

Aug 2018 -Present

Undergraduate Teaching Assistant

- Taught Computer Science I: Foundation of Computer Science and currently teaching Computer Science II: Object-Oriented Programming and Computer Science III: Data Structure and Algorithms.
- · Grading, Supervising lab, hack session
- Holding office hours to help students with course related problems
- Helping students familiarize with several different programming languages, debugging as well as classifying different types of er-
- Guiding students to design an efficient and well organized project.
- Introduce students to Algorithm Analysis and Big-O notation
- · Presenting students at deriving different algorithms as well as data structures

May 2018 -Sep 2018

Student Worker - Information Technology Service

- Provided general university information and technical support
- Troubleshooted university accounts and technical related problems
- · Directed switchboards call around university

Involvements

Dec 2018

Advent of Code - 2018

Link to GitHub

25 days of programming, with each day present a new challenges

- · Practiced my algorithm as well as problem solving skills.
- · Manipulated directly to test cases to get the correct answer.
- Learned many features of Python to help creating test cases as well as solving them faster and more convinient.

Oct 2018

ACM ICPC Local - 2018

Link to GitHub

Local North America ACM contest

• Team up with other 2 members to write algorithms to solve different type of problems in 5 hours.

Aug 2018

CSE Ambassador

- Present

- Back-end programmer in Dev team .
- Phase developer for Coding and Coffee.

Projects

Dec 2018 -Present

Simple video game

Building different type of simple classic game from scratch to understand how's game are built as well as to improve my programming skills

Game developed:

- Snake
- Tetris

Mar 2018

Nebraska Livestock Visualization

Link to GitHub

Hackathon hosted by UNL - 24 hours programming contest

Achivement:

- · Created dynamic visualization of large amount of datas collected over times
- Familiarized with Front and Back end web development.
- Familiarized and used with PHP, JavaScript, HTML, CSS, MongoDB