# Kenny Fong

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## EDUCATION

**University of California, San Diego**                                    **Oct 2020 - present**
*B.S. in Math Computer Science*
**Relevant courses: Data Structures, Object Oriented Design, Mathematics for Algorithms and Systems, Software Engineering, Algorithm Design and Analysis, Linear Programming, Discrete Mathematics**

## SKILLS

**Programming Languages** (Java, C, C++, C#, Python, ARM assembly, HTML, CSS, Javascript, Lua, MATLAB)

**Tools and Frameworks** (Git, Agile Framework, jQuery, Unix, Linux, Blender, SQLite, Visual Studio)

## EXPERIENCE

**Dropshipping**                                                          **Nov 2019 - Sept 2023**
*Self-Employed, San Diego, CA*
- Created a storefront using **Shopify,** utilized **HTML** and **CSS** to integrate custom store design.
- Assisted customers with inquiries and addressed any complaints using effective problem solving.
- Tracked orders, inventory, and finances using a spreadsheet system.

**Model Importing**                                                       **Nov 2019 - Jun 2021**
*Freelance @ Valaris, Los Angeles, CA*
- Created and imported a variety of 3D models and animations using **Blender**.
- Applied **Python** to create custom scenes, animations, and shaders.
- Utilized 3rd party websites, such as 3dwarehouse, cgtrader, and turbosquid, to import high-quality products.

**Computer Science and Mathematics Tutoring**                             **Jun 2021 - Sept 2021**
*Tutor, UCSD*
- Provided tutoring services to peers by breaking down material to simple concepts.
- Explained concepts ranging from Algebra, Geometry, Trigonometry, Precalculus, Calculus, Linear Algebra.
- Taught the basics of coding using Java and Python, covering topics such as Variables, Loops, Data Structures, Algorithms, and Debugging.

## PROJECTS

**Notetaking Web App**                                                    **Sept 2022 - Dec 2022**
*Project for UCSD CSE 110 : Software Engineering*
- Experience with agile development methodologies, including **Scrum** and **Kanban**.
- Developed the frontend design of a webpage using **HTML** and **CSS**.
- Implemented button features and provided users with the ability to input data through **Javascript**.
- Utilized localstorage to save notes entered by users.

**War of Ages**                                                           **Jul 2023 - Sept 2023**
*Project from ROBLOX*
- A fast paced strategy game built on **Lua** using **ROBLOX Studio.** Players fight aganist AI or other Player where they purchase troops and evolve though historical ages to destroy the enemy's base.
- Created custom troops and animations. Managed variables using data structures such as lists and dictionaries to store information about game state.
- Created **AI** that spawns certain troops through specific situations with varying difficulties.

**DECIMATOR**                                                             **Jun 2021 - Jan 2022**
*Project from ROBLOX*
- A first-person shooter game using **ROBLOX Studio** in which players collect weapons and engage in combat with one another.
- Incorporated advanced movement using **ROBLOX** physics and utilized raytracing for weapon hit registration via **Lua**.

**Parkour Game**                                                          **Feb 2020 - Feb 2020**
*Project for Codeday*
- A procedurally generated obstacle course that challenges the player to reach the finish line with a scoreboard.
- Used basic **C#** in **Unity** to create a timer function along with a finish event.
- Utilized **Blender** to create 3D models for the obstacle course.