Hieu (Kevin) Duong

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EDUCATION

University of California, Los Angeles   Los Angeles, CA
Bachelor of Science – Computer Science   March 2026
Relevant Coursework: Data Structures & Algorithms; Software Construction; Logic Design of Digital Systems; Operating Systems Principles; Computer Organization; Computer Systems Architecture; Computer Graphics

Technical Skills

Programming Languages: TypeScript, JavaScript, C++, C, Python,
Technologies: HTML, CSS, React, Node.js, Next.js, MongoDB, Heroku, Figma, Tailwind, Git

WORK EXPERIENCE

My Oxytocin – Vue.js | JavaScript | HTML | CSS | Firebase   Los Angeles, CA
Front-end Developer   Oct 2024 – Present
- Responsible for leading frontend development and design of fully responsive website, implementing user interface/experience best practices, and ensuring search engine optimization for high-ranking search results
- Utilize Vue.js components and state management to optimize front-end performance and create seamless user experiences
- Collaborate with a team of developers, designers, and researchers, participating in bi-weekly meetings to discuss critical design choices and provide progress updates

Champions Cleaning Solutions - React | TypeScript | Next.js | HTML | CSS   Yuba City, CA
Front-end Developer   Aug 2024 – Oct 2024
- Responsible for designing and developing responsive website for a commercial cleaning company, ensuring optimal user experience on both desktop and mobile devices
- Implemented seamless page transitions and dynamic scroll-triggered animations using the Framer Motion library, boosting engagement and enhancing overall visual appeal for potential clients
- Incorporated search engine optimization by optimizing metadata and using Next.js server-side rendering to improve search engine visibility and drive organic traffic

PROJECTS

3D Pong (https://github.com/minruigui/cs174A-project) - JavaScript   Mar 2024
- Collaborated with a team of 3 to design and develop a 3D rendition of the classic game, Pong, incorporating real-time physics for accurate ball movement, paddle interaction, and dynamic camera angles to enhance gameplay immersion
- Integrated realistic collision detection by analyzing the ball's trajectory to determine its impact location and calculating the resulting vector upon collision with the paddles or outer bounds of the playing field
- Implemented 3D object rendering by utilizing advanced texture mapping, shading, and shadow mapping through the tiny-graphics library, resulting in a visually realistic and immersive gameplay experience

Students Inferno (https://github.com/Kevin-D23/CS35L-GP) - React | Next.js | JavaScript | HTML | CSS   Jan 2024
- Led a team of 5 to develop a dating-like app designed to help students find study partners by assessing individual skills and strategically assigning roles, while managing each member's time commitment to ensure completion by the 10-week deadline
- Developed interactive, animated profile cards for the front-end by utilizing CSS hover states and transformations, delivering an engaging experience as users navigate through a list of students generated by a matching algorithm
- Designed and constructed a scalable database and backend functions using MongoDB atlas for storing user information gained from Google authentication and enable easy data retrieval for front-end developers

Kapi (https://github.com/king-kapi/kapi-web) - React | Next.js | TypeScript | HTML | CSS | MongoDB   May 2023
- Collaborated with a 7-person team of designers and developers to create of an online networking platform focused on creating an inclusive community for underrepresented groups in the gaming space
- Responsible for development and review of all front-end components, including login, profile, and personalized home pages, while in communication with design team to ensure adherence to best practices for UI/UX
- Developed multi-paged user onboarding process, using React's "useContext" to keep record of previous user inputs and updated back-end database through various API calls