

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, Data Management Systems

Technical Skills

Programming Languages: TypeScript, JavaScript, C++, C, Python

Technologies: HTML, CSS, React, Node.js, Next.js, Express, PostgreSQL, AWS S3, MongoDB, Vue.js, Docker, Tailwind, Git

WORK EXPERIENCE

Association for Computing Machinery

Los Angeles, CA

Full-Stack Developer

Dec 2024 – Present

- Developing and maintaining web applications for over 1000+ ACM members across 9 committees, utilizing React, Next.js, and Node.js to deliver high-performance and scalable solutions
- Participate in peer code reviews by thoroughly examining code for quality, maintainability, and adherence to best practices, offering constructive feedback to improve overall team communication and code quality
- Coordinate codebase updates and ensure compatibility with other parts of the application, preventing regressions and maintaining seamless functionality across different features

My Oxytocin

Los Angeles, CA

Front-End Developer

Oct 2024 – Dec 2024

- Led front-end development and UI/UX design for a fully responsive e-commerce platform using Vue.js, ensuring a seamless shopping experience across devices while optimizing for search engine visibility using Nuxt.js server-side rendering
- Engineered modular Vue.js components and implemented efficient state management to boost performance and create a dynamic, engaging user experience
- Collaborated closely with designers and researchers in bi-weekly meetings, refining UI elements and implementing accessibility best practices to enhance usability for diverse audiences

PROJECTS

3D Pong (<https://github.com/minruigui/cs174A-project>) - JavaScript

March 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

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