Kongmeng Thao

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Education

University of Minnesota (B.S. in CompSci, 3.56 GPA)   Sep 2022 - May 2026

Relevant coursework:

- Intro to Python, Java, and C, Discrete Mathematics, Computer Science Linear Algebra, Algorithms and Data Structures, Machine Architecture and Organization, Program Design and Development, Advanced Programming Principles, Intro to Operating Systems, Intro to Computer Networks, Programming Graphics and Games, Software Engineering I.

Skills, Technologies, and Awards

Skills: Python, C, Java, Typescript, JavaScript, React, NodeJS, HTML/CSS

Technologies: Figma, Docker, Git/Github, Microsoft Word, Excel, Google Docs, Sheets, and Slides

Leadership

High School STEM Mentorship (SASE Jr.)   January 2025 - Present

- Coordinate and participate in a mentorship program at Hmong College Prep Academy (HCPA), connecting high school students with college mentors to foster enthusiasm and passion for STEM fields.

Vivacity Tech Summer Youth Team Leader   May 2024 - August 2024

- Coordinated training sessions and supervised middle and high school students in group work, ensuring deadlines and goals were met, while fostering positive relationships between leaders and youth team members.

Projects

Interactive-Prerequisite-Flowchart (Group Project)   September 2023 - May 2024

- Spearheaded the development of a dynamic website using HTML, CSS, JavaScript, React, and Node.js, empowering users to quickly identify course prerequisites through an intuitive search menu and interactive flowchart visualization.
- Optimized the user experience by consolidating course prerequisite information into a single, centralized platform, reducing the time spent navigating multiple webpages on the school's website by 2x.
- Leveraged Mermaid.js to design and implement real-time flowcharts that visualized course dependencies, enhancing clarity and enabling students to easily plan their academic pathways.
- Led a collaborative team of 4+ students, driving brainstorming sessions, technical problem-solving, and project management to ensure successful execution, on-time delivery, and alignment with all project objectives.

Pirate-Table (Video Game)   January 2023 - May 2023

- Purposefully developed a quirky and unconventional but fun 3D hand-control system within a pirate-themed chess and checkers game, utilizing the Unity 3D engine for immersive gameplay.
- Leveraged Unity's built-in 3D physics engine to simulate physical forces like gravity, velocity, and acceleration, enhancing object interactions.
- Integrated multiplayer SDK and cloud service Alteruna, enabling players to host, connect, and compete with others seamlessly.
- Led and collaborated within a small, cross-functional team, each focusing on different aspects of game design to drive project success.

Personal-Website   January 2025

- Developed a responsive personal portfolio website using HTML, CSS, and JavaScript.
- Designed and implemented a mobile-friendly navigation menu, including a JavaScript-powered hamburger menu for improved user experience.
- Integrated a dynamic tab system using JavaScript, allowing seamless switching between sections of informations.
- Built a contact form with Google Sheets API integration, enabling users to submit messages with real-time confirmation feedback.
- Enhanced user convenience by adding downloadable resume functionality and integrating social media links (GitHub, LinkedIn).