

# Elizabeth Pham

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## EDUCATION

### University of Houston, Houston TX

- Bachelor of Science in Computer Science, Expected December 2016
- Minor in Mathematics
- GPA: 3.85

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## PROJECTS

### *Minesweeper, Fall 2016 – In progress*

- Learned Test Driven Development by working in a team of 2 to build Minesweeper using Python and PyDev

### *Corporate Upheaval, Spring 2016*

- Worked as part of a team of 4 to create an infinite 2D roguelike game using C#, Unity, and Piskel, a web-based app for creating Sprites and Pixel art
- Created the scoring system in the game, allowing players to save their highest score, which is linked to the dreamlo database, and the function to display the high scores in the high score menu

### *TEAM3OARS website, Spring 2016*

- Worked in a team of 6 to develop a database using MySQL and to create website in HTML and PHP using PhpStorm
- Analyzed business requirements document, designed an entity-relationship diagram model using textual analysis, and created a data requirements specification document

### *Client and Server Simulation, Spring 2016*

- Learned how to use BSD Sockets and how clients and server communicate with each other by developing two programs to simulate a client and server using C in an UNIX environment

### *Shadow the Dark Forest, Fall 2015*

- Worked with a team of 4 to develop a 3D horror game using C# and Unity, and developed a level design for the game
- Developed a script for triggers to spawn more enemies and items using C#, and created characters using Mixamo, an online 3D animation service, and Maya, a 3D modeling program.

### *Vacation Reservation System, Spring 2014*

- Led a team of 7 to create a simulation of a reservation system, allowing user to reserve a hotel room and airplane seat, using C++ and Visual Studio 2013
- Also, organized meetings, assigned functions to teammates, and revised and debugged code

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## EXPERIENCE

### University of Houston, August 2016 – Present

#### *Teacher Assistant*

- Assisted professor for Design File and Database class
- Answered over 40 students' questions about materials and homework

### University of Houston, September 2016 - Present

#### *Volunteer Research Assistant*

- Researched and assisted team members to implement an interpreter or translator for P-FRP to C, C++, or an executable for PC.

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## ACTIVITIES

### Computer Science Girls, UH

#### *Vice President, May 2015 – May 2016*

- Planned and organized meeting or workshops every two weeks.
- Wrote newsletters to members informing them about upcoming events in Computer Science Girls and on campus

#### *Member, August 2014 – May 2015*

- Participated in discussions about the history of technology and women
- Attended different workshops, including introduction to Python and Ruby on Rails

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## SKILLS AND INTEREST

- Programming Language: C++, C, C#, Python, HTML, JavaScript, PHP
  - Software: Visual Studio 2013, Visual Studio 2015, Maya, Unity, 3DS Max, PhpStorm, UNIX, PyDev
  - Operating System: Linux, Windows 7, Windows 10
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