

Tuan Do

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Objective: I wish to pursue a career in computer science and expand on my current skills.

Education:

University of Houston, Houston, TX
Pursuing Bachelor of Science in Computer Science May 2017
Cumulative GPA: 3.783
Major GPA: 3.683
Previous Courses: Algorithms and Data Structures, Computer Architecture,
Interactive Computer Graphics, Game Art and Animation
Operating Systems, Automata Theory and Computability
Current Courses: Software Design, Medical Robotics and Image Guided Interventions

Programming Languages

- Learned Languages: C++ (Moderate Experience)
Java (Moderate experience)
MIPS (Some Experience)
OpenGL (Some Experience)
- Currently Learning: SQL (Entry level knowledge)
- Wish To Learn: Ruby or Groovy (No Knowledge)
- Software: Eclipse, Microsoft Visual Studio, Unity, Maya, Ubuntu

Technical Skills: Test Driven Development (TDD)
Version Control with TortoiseSVN

Honors and Awards

Louis-Stokes Advancement of Minority Participation Scholarship Fall 2014-Fall 2016
Dean's List Fall 2013- Spring 2016

Memberships and Organizations

- Alpha Delta Lambda Spring 2014-Present
- CougarCS Member Fall 2013-Present
 - Participated in Microsoft's Hackathon
 - Attended CodeDay Houston
- Metropolitan Volunteer Program(MVP) Fall 2013-Spring 2015
- H-LSAMP
 - Tutor for calculus 1

Projects

- Created a program with OpenGL on Visual Studios to load a model and apply lighting and textures to it and to have it rotate on screen.
- Assisted in creating a 3D platform game with Unity and Maya using C# by creating the scripts as well as the models with Mixamo and animations for the models.
- Created a program with semaphores using a virtual machine running Ubuntu
- Created a simple client and server program on Ubuntu using C++
- Created a minesweeper game following Test First Development practices.