

Mindy Van

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EDUCATION

The University of Texas at Austin

May 2024

Bachelor of Science in Computer Science

Relevant Coursework: Data Structures, Discrete Math

SKILLS

Programming Languages: Java, C#, Dart, JavaScript, HTML5, CSS, Python

Tools: Git, Unity, Flutter, React Native

Art: Traditional mediums, Paint Tool SAI, Aseprite, Krita

EXPERIENCE

Vandegrift FIRST Robotics, Austin, TX

Sep 2018 - May 2020

Software Member, Drive Team Coach

- Designed applications for optimized autonomous control of robots in Java using Android Studio.
- Developed a PID controller, and a vision/object detection system using Vuforia bitmapping, Tensorflow, and OpenCV.
- Analyzed games and implemented strategies, leading the drive team to score the maximum number of points.
- Mentored elementary-school students in FIRST Lego League and fellow FIRST robotics teams.

UT High School Summer Research Academy, Austin, TX

Jun 2019 - Jul 2019

Summer Research Assistant for Dr. Shyamal Mitra, Data Analysis in Astronomy

- Used Python in Jupyter Notebook with Pandas to perform data manipulation through SQL of astronomical data.
- Performed self-guided data analysis research on the correlations between “green-valley” galaxies.

NCWIT Aspire IT Code Chicks Camp, Austin, TX

Jun 2018 - Aug 2019

Counselor

- Taught elementary and middle-school girls how to code in the block-based programming language Scratch.
- Mentored, encouraged exploration of ideas, and facilitated their learning experiences into a final game project.

PROJECTS

CloudCare - Front-end Developer

- Developed front-end using Flutter with features such as pop-ups and graph slider interface.

M0ther - Game Developer, Best Design Runner-Up, Judge's Choice Award

- Collaborated on a Metroidvania-themed 2D platformer game in Unity during the 64-hour UT Game Jam 2020. [\[Link\]](#)
- Designed and animated all of the pixel art assets and title/credit sequences in Aseprite.

Funkytown - Game Developer

- Worked in a team of three to build a 2D role-playing game in Unity during the UT BLM Game Jam. [\[Link\]](#)
- Developed the dialogue system in C#, and collaboratively designed pixel art assets in Aseprite.

ACTIVITIES & LEADERSHIP

Texas Product Engineering Organization (TPEO)

Sep 2020 - Present

Engineering Fellow

- Selected to follow a semester-long application-based curriculum in fullstack engineering (React Native/AWS) and UI/UX design.
- Worked as a front-end developer on CloudCare, a mobile-application for kids with chronic diseases.

Electronic Game Developers Society (EGADS)

Sep 2020 - Present

Official Dev Team Member

- Participated in the UT Black Lives Matter Game Jam 2020 and UT Game Jam 2020 in teams with EGADS members.