

Mindy Mai-Huyen Van

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EDUCATION

The University of Texas at Austin, Austin, TX

May 2024

Bachelor of Science in Computer Science

Relevant Coursework: Data Structures

EXPERIENCE

Vandegrift FIRST Robotics, Austin, TX

Sep 2018 - May 2020

Software Member, Drive Team Coach

- Designed Java software in Android Studio for autonomous and driver control of a robot, using vision/object detection systems and PID controls; maintained and engineered hardware solutions for robot efficiency.
- Analyzed the game and implemented strategies, leading the drive team to score the maximum number of points.
- Explored industrial principles through workshops and employees from General Motors, Thermo Fisher, Kung Fu AI, Well Aware, and NASA; applied principles into a software portfolio, detailing the season.

SkyGrid & SparkCognition Job Shadowing, LISD Cool Week, Austin, TX

Mar 2020

- Worked closely with UI/UX developers, successfully communicated and integrated design principles through the development of a file dropbox interface.
- Analyzed how to utilize graphics and animation to effectively promote and showcase the company and its products; applied the techniques to design an outer shell for a prototype drone.

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.

ACTIVITIES & LEADERSHIP

UT Game Jam 2020, Austin, TX

Sep 2020

Lead Artist, Best Design Runner-Up, Judge's Choice Award

- Designed and animated all of the art assets and title/credit sequences in Aseprite, applying creative liberties to successfully portray the theme of the game.

UT Black Lives Matter Game Jam, Austin, TX

Jul 2020

- Improved communication skills and perspective through developing a themed game and peer/industry mentors.
- Programmed the game mechanics and dialogue system in Unity, and collaboratively designed the pixel art in Aseprite.

NCWIT Aspire IT Code Chicks Camp, Austin, TX

Jun 2018 - Aug 2019

Counselor

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

SKILLS

Technical/Computer Skills: Experienced with Microsoft Office Suite; fluent in Java; familiar with Python, C#.

Art: Proficient in traditional and digital art mediums (Paint Tool Sai); familiar with pixel art (Aseprite) and animation (Krita).