

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, Discrete Math

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.

PROJECTS

M0ther - Lead Artist, Best Design Runner-Up, Judge’s Choice Award

Sep 2020

- Collaboratively built a Metroidvania-themed 2D platformer game in Unity during the 64-hour UT Game Jam 2020.
- Designed and animated all of the pixel art assets and title/credit sequences in Aseprite.

Funkytown - Artist, Programmer

Jul 2020

- Worked in a team of three to build a 2D role playing game in Unity during the UT Black Lives Matter Game Jam.
- Developed the dialogue system in C#, and collaboratively designed pixel art assets in Aseprite.

ACTIVITIES & LEADERSHIP

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 game project.

SKILLS

Technical/Computer Skills: Fluent in Java; familiar with Python, C#; Exposed to Dart, Javascript, HTML5, and CSS.

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