

# Bang Cao

**Website:** <http://bangcaoportfolio.herokuapp.com/>

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**GitHub:** <https://github.com/MorElf7>

## EDUCATION

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- **University of Massachusetts, Amherst** Amherst, Massachusetts, USA  
*Bachelor of Science in Computer Science, GPA: 3.5, Dean's List Honor* Sep. 2020 – May. 2024
  - Related Coursework: Data Structures; Programming Methodology; Comp. System Principle; Probability; Calculus; Linear Algebra; Introduction to Computation

## PROGRAMMING SKILLS

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- **Languages:** Python, C/C++, JavaScript, Java, HTML, CSS.
- **Technologies:** Django, Heroku, jQuery, Git, PostgreSQL, LaTeX, Bootstrap, .

## EXPERIENCE

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- **SiGlaz** Ho Chi Minh City, Vietnam  
*Software Engineering Intern* Dec. 2020 - Jun. 2021
  - Write modules and functions of RESTful API using **Java**, **C#**, **JavaScript**, **PostgreSQL**.
  - Write the front end of web applications using **CSS**, **HTML**.

## PROJECTS

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- **Personal Portfolio Website**  
*JavaScript, HTML, CSS, Bootstrap, Django, Heroku, Git*
  - **Website:** <http://bangcaoportfolio.herokuapp.com/>
  - Used **JavaScript** and **Django** to build interactive website components.
  - Styled website using **CSS** and **Bootstrap**.
  - Built and deployed website using **Heroku**, and **Git**.
- **Snake, Ping Pong, Chess**  
*Java Swing, Python*
  - **Source Code:** <https://github.com/MorElf7/SimpleProjects>
  - Snake and Ping Pong are modeled after the same classic Snake and Ping Pong. Chess is a game for two human players, playing against each other.
  - Used **Java Swing** to implement Chess with GUI for a real chess board.
  - Used **Java** and **Python** to build Snake and Ping Pong with GUI.
- **Hey, That's My Fish!**  
*C/C++*
  - **Source Code:** <https://github.com/MorElf7/Hey-thats-my-fish>
  - Used **C** to build an implementation of the game *Hey, That's My Fish!*.
  - Implemented an **AI** opponent using the **Greedy Algorithm** to play against user. The AI can **simulate** through all possible moves at any point of the game to determine the best immediate move.
  - Used **Pointers** and **Memory Allocation** to handle game logic.
- **Find the Combo**  
*C/C++*
  - **Source Code:** <https://github.com/MorElf7/Find-the-combo>
  - Used **C** to build a simple text-adventure game.
  - There are nine rooms with a randomized number of characters and items that is from the range of six to nine. Your objective is to traverse every room and the chosen item, character, and room.
  - Used **Pointers** and **Memory Allocation** to handle game logic.