UYEN DUONG

Chicago, IL | +1 (773) 681 – 4709 | pduon3@uic.edu | linkedin.com/in/pduon3

EDUCATION

University of Illinois at Chicago (UIC) – Bachelor in Computer Science — 2023 - Expected: 2025

- GPA: ***4.0 / 4.0***
- Relevant courses: Data Structures, Languages and Automata, Program Design, Machine Organization, Applied Statistics, Applied Linear Algebra, Discrete Math, etc.

City Colleges of Chicago – Associate in Computer Engineering — 2021 - 2022

- GPA: ***4.0 / 4.0***

SKILLS

- Programming languages: C, C++, Python, R, Assembly
- Others: Git, Powershell, MATLAB, Visual Studio Code, Microsoft Office Suite

WORK EXPERIENCE

Software Engineer Intern — June 2024 – Present

Rakuna – Hanoi, Vietnam

- Assist in building and/or managing product pipelines including planning, development, and maintenance
- Analyze information and evaluate results to choose the best solution to effectively solve problems
- Provide quality assurance (QA) support through product testings to support core functional teams - Sales & Marketing, Quality and Customer Success, and Operations

Teaching Assistant – Engineering 100 — August 2023 – Present

University of Illinois at Chicago

- Design and deliver course materials to support freshmen and transfer students throughout the College of Engineering
- Conduct grading and evaluation for course assignments to ensure effective teaching and learning outcomes
- Provide individual support and guidance to students during weekly office hours

Research Student | Python — January 2024 – Present

University of Illinois at Chicago

- Contribute to the process of creating a tool for translating voice commands to computer language using Python
- Participate in weekly meeting to discuss progress and feedback with fellow students and Head Researcher

PROJECTS

zZz – Sleep Tracker | JavaScript, CSS, HTML — January 2024

2nd place in Health Track – SparkHacks UIC Hackathon

- Aided the developer in implementing JavaScript, HTML and CSS to implement basic functionalities for a sleep tracking website
- Collaborated with designers to align content strategy with project goals and user needs while creating a user-friendly interface
- Presented findings to judges in final expo, highlighting the target audience, functionalities and future potentials

Open Street Map | C++ — April 2024

- Given sets of real statistics, developed functions to find the shortest path between buildings across UIC campus
- Calculated distances and compare different paths using Dijkstra algorithm, breadth-first search and depth-first search
- Created 40+ test cases for self-testing to identify edge cases and thoroughly implement the algorithm

Priority Queue | C++ — March 2024

- Implemented priority queue ADT to simulate a hospital's operations to determine and maintain patients' priority
- Created functions to store randomized input date using binary search tree, maps and sets
- Developed and tested how to handle duplicated information and update it upon modification or removal nodes

Canvas List | C++ — March 2024

- Manipulated and made use of linked lists to create a canvas with different mathematical shapes and statistics
- Ensured proper pointer usage to avoid memory leaks using valgrind and self-created test suites
- Developed basic functionalities like copy constructor, destructor, inserting and popping elements, assignment operator, etc.

Twenty Four Gameplay | C++ — November 2023

- Implemented a puzzle using C++ that aims to obtain the number 24 with four digits and operators (+, -, /, *)
- Generated a total of 3,185 results for the game, efficiently filtering a selected range of solutions for user accessibility
- Collaborated with designers to align content strategy with project goals and user needs while creating a user-friendly interface

Food Web Analysis with Dynamic Memory | C — September 2023

- Created a wildlife food web system using dynamic allocation to optimize memory usage and runtime efficiency
- Designed functionalities to identify and remove organisms from the web to simulate extinction and evolution
- Debugged test cases on memory leaks and polymorphism to ensure proper memory and pointer usage