

# PHING TAING

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## OBJECTIVE

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To obtain a challenging software engineering internship where I can apply my skills and insights to exceed expectations and produce desirable results.

## EDUCATION

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**University of California, San Diego**

*Bachelor of Science in Computer Engineering*

*June 2021*

Overall GPA: 3.4

**Relevant Coursework:**

- Advanced Data Structures, Software Tools and Techniques Laboratory, Basic Data Structures and Object-Oriented Design, Computer Organization and Systems Programming, Discrete Mathematics, Mathematics for Algorithms and Systems, Linear Algebra.

## SIDE PROJECT

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**2048**

*March 2018*

*Programmer*

- Using Java to design a terminal based version of the game 2048, a single player puzzle game.
- Takes user input in the user's interface in order to move the tiles and update the grid.

**Linux 'ls' Command**

*November 2018*

*Programmer*

- Using C and ARM assembly language to design the 'ls' command in Linux.

**Autocomplete**

*May 2018*

*Programmer*

- Using trie as the backend structure to replicate an efficient the autocomplete function in C++.

## SKILLS

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**Languages**

C, C++, Java

**Software & Tools**

Git, Vim, Microsoft, MATLAB

**Other**

Linux, Unit Testing, PowerShell