

# Quang Duong

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## Education

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The University of Texas at Austin

August 2015 – May 2019

- BS Computer Science (**Turing Scholar**)
- BS Mathematics
- GPA: N/A (Freshman)

### Courses Taken

- Discrete Mathematics (Honors)
- Data Structures (Honors)

## Skills

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### Programming

- Proficient in:
  - Java
- Exposed to:
  - Python, C++, HTML/CSS, Javascript, jQuery, MATLAB/Octave

### Personal Projects

- Neural Network:
  - Feed forward inputs and backpropagate given a set of expected outputs
- Eval:
  - Parses and evaluates simple mathematical equations via reverse polish notation
  - Supports variables and basic functions
- Path Finding:
  - Supports hexagon and standard Cartesian grids
  - Implements A\*, and the Cartesian grid had Jump Point Search optimization

## Activities

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### Information and Systems Security Society (ISSS)

- Foster ability in cybersecurity, cryptography, and other fields in information security

### Electronic Game Developer Society (EGaDS)

- Polish and obtain game development and teamwork skills

### Association for Computing Machinery (ACM)

- Develop interview ability, algorithmic thinking, and build a community with peers

### Microsoft College Code Competition

- Placed 4<sup>th</sup> in team competition (2015)

## Community Involvement

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### Tu Bi Foundation

2011-Present

- Raise money for education and housing in rural Vietnam

### Houston Food Bank

Summer 2014

- Collect, sort, and ship food to areas of poverty