Ryan Bui

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Education

Bachelor of Science in Computer Science   Dec 2018
The University of Texas at Dallas, Richardson, Texas

Programming Languages and Software

Languages: C#, C++, CSS, Java, JavaScript, HTML, Python
Operating Systems: Linux, Windows
Frameworks: .NET, Bootstrap
Tools: GitHub, Eclipse, NetBeans, Visual Studio Code, XNA Game Studio, Unity, Vuforia

Projects

Augmented Reality App: Capital One and walkSTEM
- Created an augmented reality app for the iPad to teach visitors at the Capital One Plano campus about STEM concepts.
- Used Unity and Vuforia to track pictures and then displayed video about the image on top of the picture.
- Displayed information panels correlating to the image tracked to provide the user with information about the person in the picture.

Portfolio Website
- Created using HTML, CSS, JavaScript
- Includes various projects with links to personal GitHub, LinkedIn, and resume.

Drawing App
- Implemented a web drawing application using HTML, CSS, and JavaScript.
- Uses HTML canvas element to draw graphics, create shapes, and add images.

Discord Bot
- Created using python and an API wrapper for discord written in python.
- Used discord.py to create a discord bot that responds to various commands.

Cloth Simulation
- Worked with team to create a 3D simulation of a cloth using C++ and OpenGL.
- Implemented cloth collision and intersection with a sphere.

XNA Racer
- Created a 2D, top-down racing game using C# and XNA Game Studio.
- Applied 2D bounding box collision detection to car, obstacles, and boundaries.

Relevant Coursework

Digital Logic and Computer Design	Computer Architecture	Operating Systems
Data Structures and Algorithm Analysis	Software Engineering	Computer Graphics
Advanced Algorithm Design and Analysis	Organization of Programing Language	