

Ryan Bui

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Education

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

GPA: 3.1

Programming Languages and Software

Languages: C#, C++, CSS, Java, JavaScript, HTML

Operating Systems: Unix, Linux, Windows

Tools: GitHub, Eclipse, NetBeans, MS Visual Studio, 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 displayed video about the image on top of picture.
- Displayed information panels correlating to the image tracked to provide the user information about the person in the picture.

Portfolio Website

- Created personal website to display projects with images and links to source code.
- Includes links to personal GitHub, LinkedIn, and resume.

Othello

- Implemented a strategy board game in Java which can be played by two players or versus the computer.
- Game is played using the system console to input players moves and display game board after each move.

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.

Experience

Pharmacy Technician Intern, Walgreens Pharmacy, Pearland, Texas

Worked under the direct supervision of a licensed pharmacist to process prescriptions, dispense medication, and perform technical pharmacy-related functions.