

Ryan Bui

Houston, Texas
281-948-9556
RyanLBui@gmail.com

Education

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

Dec 2018

Master of Science in Computer Science
The University of Houston-Clear Lake, Houston, TX

Expected 2022

Programming Languages and Software

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

Frameworks: .NET, Bootstrap

Tools: GitHub, MySQL, NetBeans, Unity, Visual Studio Code

Projects

Capital One and walkSTEM: Augmented Reality App

- 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 display 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.

Block Breaker

- Game created using Unity and C#.
- Utilizes Unity 2D physics engine with rigid body, collider, and trigger components.

Drawing App

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

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

Advanced Algorithm Design and Analysis
Data Structures and Algorithm Analysis
Digital Logic and Computer Design

Computer Architecture
Software Engineering
Database Systems

Operating Systems
Computer Graphics
Software Modeling