

# Ryan Vuong

3rd-Year Computer Science Undergraduate

## EDUCATION

### UCLA, Los Angeles

September 2019 -- Present

Major: Computer Science, B.S.

GPA: 3.89

**Relevant Coursework:** Data Structures, Operating Systems Principles, Algorithms and Complexity, Discrete Math, Programming Languages

## PROJECTS

### Dungeon Action-Adventure Game - C++

Built a multi-level dungeon game to be played on the terminal.

Utilized object oriented programming principles to implement monsters which move and attack in different ways, items with abilities, and weapons with unique traits.

### Nearby Places Application - Python

An application which receives location coordinates and sends it to a server which pings the Google Places API to provide nearby organizations.

Created servers and a client with Python's asyncio library to communicate and store user data.

### Temperature Sensor with TLS Encryption - C

Designed a system with a temperature sensor attached to a BeagleBone IoT which runs a program that logs and sends temperature data across a server

Sends data with TLS encryption through a TCP connection using the OpenSSL library.

## EXTRACURRICULARS

### Officer of ACM Game Studio at UCLA

March 2021 -- Present

Lead beginner tutorials and build games on Unity, programming in C#.

### Director of Los Angeles Mentorship Program at UCLA

April 2021 -- Present

Lead an organization which tutors underprivileged high school students.

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**IN:** [linkedin.com/in/ryanvuong1](https://www.linkedin.com/in/ryanvuong1)

## AWARDS

### UCLA Regents Scholar

Merit scholarship granted to the top 1.5% of UCLA admits.

## SKILLS

**Proficient:** C, C++, C#, Python

**Previous Experience:** Java, Javascript, Git, x86, Bash Scripting, HTML5, CSS

## LANGUAGES

**English** - Fluent

**Spanish** - Intermediate

## HOBBIES

Chess

Rock Climbing

Game Development