

# Vincent Vo

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## EDUCATION

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University of California, Riverside

Bachelors of Science, Computer Science

Sept 2020 - Present

Expected Graduation: June 2024

Coursework: Data Structures and Algorithms, Discrete Structures, Linear Algebra, Intro to Web Development

## TECHNICAL SKILLS

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Languages: C++, Python, HTML5/CSS, JavaScript

Frameworks & Libraries: React.js, Node.js, Express.js, Pandas(Python), PyGame, PyAudio SFML

Tools: Git, Github, Figma, Linux, Microsoft Office

## WORK EXPERIENCE

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CE-CERT | Python, Pandas, Microsoft Office

Aug 2022 - June 2023

Data Science Intern

Riverside, CA

- Generated interactable HTML plots on Power Systems data for analysis using Python and Pandas, resulting in **\$100,000 saved annually** in costs of operation at Western Municipal Water District.
- Developed critical battery analysis code which generated Python plots used for fire prevention analysis, resulting in the discarding of **15 hazardous 1000aH batteries** and the successful implementation of a large **Mobile Battery Trailer Generator**.
- Created essential motor testing code in Python for companies such as Cyclonatixs, providing them accurate analyses of RPM measurements and tachometer readings from their motors.
- Established **Object-Oriented Programming** strategies and principles into new and pre-existing code files, promoting easier code comprehension and simpler development for current and future developers.

## PROJECTS

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UCR TA Hiring Website | React.js, Figma, HTML5/CSS, JavaScript

Oct 2023 - Present

- Designed and launched a smoother and easier to navigate UCR TA Hiring Website by leveraging frontend technologies such as Figma and React.js, resulting in cleaner UI and a more efficient UX.
- Collaborated with teammates adopting **AGILE** principles and a **SDLC** to schedule biweekly Sprints and Scrum meetings, facilitating more productive and efficient workflows as well as a timely product release.
- Constructed the website in tandem with the clients and users through collaborative feedback, producing a higher quality product more directly applicable to a professor's and student's needs.

"Mic Check" Python Game | Python, PyGame, PyAudio, Git, Github

Nov 2023

- Engineered a microphone-based video game developed alongside a teammate through Python, **PyGame** and **PyAudio** libraries, securing a UCR Cutiehack 2023 **Hackathon Project Winner**.
- Delegated and synchronized team coordination through version control technologies like Git and Github, ensuring smooth production and the successful launching of our first game developed in **less than a day**.

"Tic-Tac-Toe" Website | HTML5/CSS, JavaScript

Mar 2023 - Apr 2023

- Designed and engineered a website-based "Tic-Tac-Toe" game by utilizing HTML and CSS properties and practices, creating a clean and bright UI and smooth UX.
- Implemented dynamic functionality and different game modes, such as an endless Tic-Tac-Toe option using Javascript event listeners, resulting in highly interactive, engaging, and complex gameplay.

## LEADERSHIP EXPERIENCE

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Eagle Scout Landscaping Project

Nov 2019 - Sept 2020

- Orchestrated and executed a **1,520 square foot** landscaping community service project for the Mount Holy Cross Convent in Santa Ana, resulting in stronger drought and erosion protection.
- Organized fundraisers and networked with businesses like 7-Leaves to collect funds for the project, gathering over **\$1000 total**.
- Oversaw and enforced appropriate **COVID-19 safety protocol**, such as masking and social distancing, resulting in none of the volunteers getting sick after the project.