

# Austin Tung

## Information

---

(949)-394-0533 | Austin.tung56@gmail.com | <https://github.com/Tungtwister> |  
<https://www.linkedin.com/in/atung1> | <https://www.tungtwister.github.io>

## Education

---

### UNIVERSITY OF CALIFORNIA RIVERSIDE

SEPTEMBER 2015 - DECEMBER 2019

#### B.S Computer Engineering

- Related coursework: CS-014 Data Structures and Algorithms, CS-061 Assembly Language, CS-100 Software Construction, CS-135 Virtual Reality, CS-130 Computer Graphics, CS-171 Machine Learning

## Technical Experience

---

### CODEREVKIDS, CODING INSTRUCTOR

HUNTINGTON BEACH, CA JANUARY 2020 – PRESENT

- Managed classrooms of over 25+ students of varying age groups in primary education.
- Created a unique curriculum to help facilitate learning through the use of unique mediums such as Minecraft for level design.

### BRAIN GAME CENTER, SOFTWARE ENGINEER INTERN

RIVERSIDE, CA MARCH 2018 – JUNE 2018

- Improved accuracy of fMRI scans by 50% by developing a program to help train subjects
- Built a program incorporating a Tobii Eye Tracker 4c to track head movement using Tobii Core SDK and API
- Developed a Program with C++, which communicated with an eye tracker to track head movement and output data

## Skills

---

### PROGRAMMING LANGUAGES

- C++, C#, C, Python, Git, HTML5/CSS, JavaScript, Verilog, MATLAB, Assembly Language

### TECHNOLOGY AND PROGRAMS

- Unix/Linux, Git, Unreal Engine 4, Unity, React Js, Microsoft Office, OpenCV

## Projects

---

### PROCEDURALLY GENERATED DUNGEON CRAWLER GAME

- Senior Design Project, worked in a team of four using a Scrum/Agile methodology
- Personally, designed and programmed enemy AI, such as attack patterns and movements
- <https://youtu.be/A43iX4rz9t4>

### FOOD TOSS VR DEMO

- A Virtual Reality game where the player tosses objects into a trash can in a virtual setting imitating actions like playing basketball in real life
- Programmed the tossing mechanics using Unity's physics engine to replicate real life throwing

### ASSOCIATION RULES MACHINE LEARNING MODEL

- An unsupervised machine learning model designed to find correlations between items in a dataset
- Developed using the Apriori algorithm to generate rules based on itemset
- Capable of handling over 10,000+ items, and producing results in under a minute