

Austin Tung

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EDUCATION

University of California, Riverside September 2015 - December 2019
Bachelor of Science, Computer Engineering

EXPERIENCE

Coding Instructor January 2020 - Present

Code REV Kids • Huntington Beach, CA

- Develop unique lessons plan and curriculum to teach basics of level and game design through the use of mediums such as Minecraft
- Lead and manage classrooms of 25+ students of varying ages and skill levels
- Foster interest in game design, coding, web development. and technology among young children

Software Engineer Intern March 2018 - June 2018

UCR's Brain Game Center • Riverside, CA

- Implemented a Program in C++ which communicated with an eye tracker to track head movement and output data
- Improved accuracy of fMRI scans by 50% by developing a program to help train subjects
- Repurposed a Tobii Eye Tracker 4c to track head movement instead of eye movement

PROJECTS

Food Toss VR — *Virtual Reality Game*

- Developed for the Oculus Rift using Unity Game Engine
- Features realistic 3D throwing physics

Rshell/Bash Imitation — *Custom Implementation of a Linux Shell*

- Basic Linux shell capable of handling most commands
- <https://github.com/Tungtwister/rshell>

Personal Website — *Website to showcase portfolio*

- Built from scratch using HTML5 and CSS3, hosted on Github Pages
- <https://tungtwister.github.io>

Yelp Imitation — *FrontEnd Web Page*

- Created using ReactJS, interacts with Yelp API to display results
- <https://tungtwister.github.io/yelpClone>

Password Based Door Lock — *Automatic Door Lock*

- Designed using an Arduino Uno and FRDM-K64f board
- https://youtu.be/_krDtKGs9Q4

Space Race — *Embedded System Game*

- Developed in C, programmed on an Atmega 1284 microcontroller
- <http://youtu.be/38DvFBv2x0o>

SKILLS

Languages

C++
C#
C
HTML5
CSS3
JavaScript
MATLAB
Verilog
Python
SQL

Methods

Agile/Scrum Development
Git version control

Technologies

JavaScript React.js
JavaScript Node.js
Unity
Unreal Engine 4
Unix/Linux
Adobe Lightroom
Adobe Photoshop

Other

Chinese (Native)
Spanish (Basic)

COURSEWORK

Computer Science

Data Structures and Algorithms
Discrete Structures
Software Construction
Assembly Language
Computer Systems Architecture
Unix System Administration
Machine Learning
Computer Graphics
Virtual Reality

Electrical Engineering

Electronic Circuits
Engineering Circuit Analysis
Embedded Systems
VLSI Design