Tylor Duong

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SUMMARY

Computer Science 2027 early graduate with project experience in full-stack development, object-oriented programming, and game development.

EDUCATION

B.S. Computer Science Expected May 2027 Arizona State University, Tempe, AZ 3.80 GPA
Relevant Coursework: Data Structures and Algorithms, Object-Oriented Program & Data, Intro to Software Engineering

TECHNICAL SKILLS

Programming Languages: C#, C/C++, Java, Python, Javascript
Front-End: HTML, CSS, React.JS, TailwindCSS
Tools, Databases, and OS: Node.JS, Git, GitHub, Unity, Windows

RELEVANT PROJECTS

AR Fitness Coach, Frontend Lead/AI optimization, (EPICS @ ASU) – Jan 2025–Present: Developed responsive AI-powered fitness web app with real-time form correction. Learned how to use React (Next.js), Tailwind, React Webcam, and integrated CV models (YOLOv8, ViTPose++) via FastAPI. Created a dataset annotation tool in order to train a custom model.

Oratori - Daily Speaking Companion Devhacks September 2025 · Developed in Unity2D. Tamogatchi-like game to help you practice speaking out loud, with an evolving customizable companion. Uses vosk for speech-to-text, and uses gemini API to retrieve curated, engaging responses.

AssembliSim, DevilsInvent Honeywell April 2025 · Developed in Unity2D, uses your camera to scan in a factory layout, and it will create a simulation to monitor discrepancies in real time· Frontend in React.js, Tailwind CSS, TypeScript · Supports image upload, webcam capture, real-time preview, legacy sensor integration and chatbot error handling

Fit2U, Devhacks x Strategy March 2025 · Personalized fashion assistant to organize wardrobes, generate outfits, and support sustainable choices · Recommendations tailored to weather, body type, and preferences. Frontend in React.js, Tailwind CSS

VR Aerospace Training Simulation, Devils Invent Honeywell November 2024 · Created VR training demo in Unity3D for defect detection in aerospace parts · Enabled interactive models and real-time accuracy assessment

Visualizing a SIR Model: A Better Way to Simulate Pandemics, Science Fair Project 2021 · First place at HISEF and AZSEF participant · Simulated effects of masks, distancing, and interventions on pandemic outcomes using a custom simulation built in Unity2D

MUD: Multi User Dungeon - Developed a text-based dungeon game using C/C#, included interactable items, player progression, combat system, and randomly spawning mobs. Collaborated with other students using Github to implement a map system.

WORK EXPERIENCE

Pokitrition Sushi Burritos & Poke - Food Server 01/2024 - 07/2024 ● Prepared food and served customers while maintaining the cleanliness of the facility.
Round One Corporation - Line Cook 05/2025 - Present ● Prepared food and served customers while maintaining the cleanliness of the facility.