

## EDUCATION

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<b>The University of Texas at Dallas</b> , Richardson, Texas	GPA: 3.768
Bachelor of Science in Computer Science	August 2012 - May 2016
Undergraduate Coursework: Operating System, Database System, Data Structure and Algorithms, Advanced Algorithm Design and Analysis, Intro to Programming in Video Games.	

## WORK EXPERIENCE

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<b>.NET Developer</b>	<b>Mojo Interactive LLC</b>	<b>July 2016 – Present</b>
<ul style="list-style-type: none"><li>• Developed .NET web application using MVC pattern design, jQuery and Bootstrap.</li><li>• Designed model classes to encapsulate set of related data.</li><li>• Enhanced and designed new UI to optimize user experience.</li><li>• Implemented complex form input validation using jQuery.</li><li>• Designed and implemented an enterprise interface to query against Amazon Product Advertising API.</li></ul>		
<b>Mobile Engineer</b>	<b>Copart Inc</b>	<b>May 2015 – May 2016</b>
<ul style="list-style-type: none"><li>• Developed clients code and implemented UI enhancement in JavaScript using Appcelerator.</li><li>• Delivered, integrated and maintained native Android modules in Java to expose native features, including multi-selecting images and uploading images via SSL, app intro slides, customized image gallery UI, detecting screen orientation and auto-rotating upon reopening app, and iOS switch button on Android.</li><li>• Collaborated with teammate to identify and resolve bug tickets.</li></ul>		
<b>Summer Intern - Analyst</b>	<b>Fannie Mae Dallas</b>	<b>July 2014 – August 2014</b>
<ul style="list-style-type: none"><li>• Scanned through existing SAS/SQL source codes and documented table metadata.</li></ul>		

## ACADEMIC PROJECTS

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<b>XO_316</b>	Demo at <a href="http://victork1902.github.io/">http://victork1902.github.io/</a>	<b>September 2015 – December 2015</b>
<ul style="list-style-type: none"><li>• Developed in C# a 2D bomberman-inspired game using Unity3D.</li><li>• Sketched and delivered half of the art assets using Photoshop and Inkscape.</li><li>• Designed and implemented monsters abilities, bomb detonation mechanism, monsters and character movement.</li></ul>		
<b>Explore Apollo - Senior Project</b>		<b>September 2015 – December 2015</b>
<ul style="list-style-type: none"><li>• Gave input in designing front-end UIs and database schema for metadata of NASA mission 11's audio files.</li><li>• Prototyped and implemented critical API server endpoints to serve audio streaming url request from front-end using NodeJS and Express.</li></ul>		

## SIDE PROJECTS

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<b>The Resistance - Android App</b>	<b>February 2015 – March 2015</b>
<ul style="list-style-type: none"><li>• Translated gameplay into basic requirements. Discussed with teammate to prototype UI.</li><li>• Developed main UIs and critical activities to handle gameplay logics using Android SDK.</li></ul>	

## TECHNICAL SKILLS

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Programming Languages	: JavaScript, Java, C#, C/C++, HTML/CSS, SQL
Operating Systems	: Windows, Mac OS
Technologies & Frameworks	: .NET MVC, Android SDK, Appcelerator, NodeJS, Express, Unity3D
Other Tools	: Visual Studio, Git, Adobe Photoshop CS6, Inkscape

## ACADEMIC HONORS & ACTIVITIES

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HackDFW 2015 Participant: February 28<sup>th</sup> 2015 – March 01<sup>st</sup> 2015  
Dean's List: Fall 2012, Spring 2013, Fall 2013, Fall 2015  
Semi-Finalist Business Idea Competition - Fall 2012