
EDUCATION

The University of Texas at Dallas, Richardson, Texas GPA: 3.824
• Bachelor of Science in Computer Science Anticipated Graduation - 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

Mobile Engineer **Copart Inc** **May 18th, 2015 – May 10th, 2016**
• Designed and implemented clients code in JavaScript using the cross-platform framework Appcelerator.
• Implemented and integrated native Android modules in Java to expose native features, including multi-selecting images and uploading images via SSL, app intro slides and custom image gallery UI.
Summer Intern - Analyst **Fannie Mae Dallas** **July 7th, 2014 – August 22nd, 2014**
• Scanned through existing SAS/SQL source codes and documented metadata down to column level
SI Leader **UTD Student Success Center** **August 23th, 2013 – May 10th, 2015**
• Prepared hands-out and group-based activities to conduct 3 weekly sessions.
• Courses: US History Survey to Civil War, Programming Fundamentals, Physics E&M.

ACADEMIC PROJECTS

XO_316 **Demo at <http://victork1902.github.io/>** **September 15th, 2015 – December 9th, 2015**
• Designed and implemented in C# a 2D bomberman-inspired game using Unity3D.
• Sketched and designed half of the art assets using Photoshop and Inkscape.
• Designed and implemented monsters abilities, bomb detonation mechanism and character movement.
Explore Apollo - Senior Project **September 1st, 2015 – December 9th, 2015**
• Gave input in designing front-end UIs and database schema for metadata of NASA mission 11's audio files.
• Designed and implemented API server endpoints serving front-end single page using NodeJS and Express.

SIDE PROJECTS

Personal Website **December 16th, 2015 – December 23th, 2015**
• Researched on common templates of single-page website.
• Designed and implemented the website using Bootstrap and jQuery. URL: <http://victork1902.github.io/>
The Resistance - Android App **February 28th 2015 – March 18th 2015**
• Translated gameplay into basic requirements. Discussed with teammate to prototype UI.
• Implemented UI and critical activities to handle gameplay logics.
•

TECHNICAL SKILLS

- | | |
|-----------------------------|---|
| • Programming Languages | : JavaScript, Java, C/C++, C#, HTML/CSS, SQL |
| • Operating Systems | : Windows, Mac OS |
| • Technologies & Frameworks | : Android SDK, Appcelerator, NodeJS, Express, SocketIO, Unity3D |
| • Other Tools | : Git, Adobe Photoshop CS6, Inkscape |

ACADEMIC HONORS & ACTIVITIES

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

VISA STATUS

F-1 Visa