ANDREW DO

407-705-7538 | andrewdo.vercel.app | andrewhuudo@gmail.com | linkedin.com/in/andrew-do4 | github.com/andydo4

EDUCATION

University of Central Florida   Orlando, FL
Bachelor of Science, Computer Science   Expected May 2027
Relevant Coursework: Intro to C, Computer Science 1, Object Oriented Programming, Intro to Discrete Structures, Computer Logic & Organization, Computer Science 2, Security in Computing

SKILLS

Programming/Scripting Languages: HTML, CSS, JavaScript, C, Java, Python
Frameworks/Libraries: React, Node.js, Next.js, Express, Tailwind CSS
Tools: Figma, MongoDB, Github, Vercel

PROJECTS

F1Stats f1statstracker.vercel.app | *HTML/CSS, JavaScript, Figma, Node.js, Express, Ergast API, EJS*

- Designed and prototyped a full-stack web application for **real-time F1 data** using Figma
- Developed interactive views for driver/constructor standings and race/sprint/qualifying results using **EJS templating** alongside HTML, CSS, and JavaScript
- Implemented a **RESTful API** with Node.js and Express to **fetch and process live data** from the Ergast API
- Applied modular & maintainable codebase practices with a **mobile-first approach** to ensure seamless user experience across desktop, tablet, and mobile devices

Onyx – Study Flashcards Tool | *HTML/CSS, JavaScript, Figma, Node.js, Express, MongoDB, Quill.js*

- Designed and prototyped a full-stack web-based flashcards app in Figma, focusing on an **intuitive and aesthetic UI** with less clutter and more emphasis on studying
- Developed the **home, login/register, menu, add, and quiz pages** using HTML, CSS, and JavaScript
- Implemented a **RESTful API** to handle user authentication and data storage using Node.js and Express
- Utilized MongoDB to **store user profiles, custom flashcards and study sets**
- Secured user credentials with **bcrypt hashing** and **JWT authentication** for session management
- Added a rich text editor using **Quill.js** to enable users to format flashcards with bold, italics, headers, subscripts, etc.

NFL Card Game | *C*

- Developed an NFL-themed football card game in C, implementing a **player vs CPU gameplay system** with collectible player cards and strategic lineup management
- Implemented a randomized pack-opening system **using the rand() function and probability distributions** to determine card rarity, player rating, and in-game currency value, creating a fair and balanced acquisition system
- Created a CPU opponent system that dynamically generates a team lineup with a difficulty-based overall rating, using mathematical formulas based on team average ratings to **calculate win probabilities**
- Integrated file I/O operations to load and **manage real-world NFL player data**, dynamically creating teams and enabling seamless future updates
- Built an **in-game economy system**, tracking user balance and transactions, including function-driven balance updates for buying, selling, and winning matches.

EXPERIENCE

Village on the Green (retirement community)   Longwood, FL
Culinary Server/Host/Runner/Expo/Phone/Delivery   Mar 2021 – Aug 2023
- Processed customer orders efficiently using an advanced point-of-sale (POS) system
- Facilitated clear communication between front of house and kitchen by expediting meals & coordinating order delivery
- Handled phone inquiries, fulfilled to-go orders, and ensured timely delivery
- Trained and onboarded 8 new employees, enhancing team performance and service quality