

Andy Duong

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EDUCATION

California Polytechnic State University

Bachelor of Arts in Computer Science

GPA: 3.7

San Luis Obispo, CA

Expected Graduation Date: June 2026

EXPERIENCE

Computer Science Instructor Student Assistant

September 2023 - Present

Cal Poly

San Luis Obispo, CA

- Assisted in teaching two core courses: Object-Oriented Programming and Fundamentals of Computer Science, emphasizing the development of students' coding skills and theoretical understanding.
- Provided tailored support and clarification to students on coding practices, assignments, and fundamental concepts, adapting approaches based on the course content and student needs.
- Collaborated closely with professors to identify and address areas where students struggled, leading to enhanced understanding and academic performance.

Information Technology Services Student Assistant

May 2024 - Present

Cal Poly

San Luis Obispo, CA

- Provide comprehensive IT support and customer service to Cal Poly's diverse community of students, staff, and faculty.
- Managed and tracked IT help requests through Jira, ensuring timely and efficient resolution.
- Perform computer reimaging tasks to maintain up-to-date and secure systems across campus.
- Facilitate effective communication between various IT sectors, including applications and infrastructure teams.
- Develop and refine skills in customer service, problem-solving, and technical support in a professional IT environment.

PROJECTS

Distributed Search Engine | *Golang, Oracle Cloud, RESTful APIs, React, JSON, Vercel*

June 2024 - Present

- Developed a distributed systems search engine application using React for the frontend and Go for the backend.
- Deployed the React frontend on Vercel, and two separate Go services deployed on Oracle servers.
- Utilized concurrency and synchronization techniques in Go to efficiently handle data fetching and processing from multiple sources.
- Designed and implemented RESTful APIs for efficient communication between the React frontend and Go backend services.

Spider World: Block Coding Program | *AWS, Agile, SCRUM, Java, Git, Processing*

January - June 2024

- Developed an educational coding game collaborating with 5 developers, utilizing sprint-based agile principles to achieve systemic progress.
- Achieved code reliability by implementing robust CI/CD pipelines for comprehensive testing.
- Improved cohesion and coupling by 40% through common Software Engineering design patterns such as Singleton and Observer.
- Integrated multiplayer functionality by integrating AWS SQS for real-time game synchronization.

PC Builder Website | *Flask, Python, Jinja2, SQLAlchemy, Bootstrap, Git*

November 2023 - Present

- Independently developed a Flask-based web application, utilizing Python, Jinja2, HTML, CSS, Bootstrap, and JavaScript for a comprehensive and engaging user experience.
- Categorized an extensive inventory of PC parts into a relational database using SQLAlchemy.
- Utilized Flask-Migrations for effective database schema management, ensuring the application adapts to new requirements or features without impacting user experience or data integrity.

SKILLS

Technical: Data Structures, OOP/Object Oriented Programming, Systems Programming, Algorithms

Languages: Java, Python, C, Go/Golang, HTML/CSS/Javascript, SQL

Frameworks: Flask, React, JUnit, Bootstrap

Tools: Git/Github, Postman, Restful API, Oracle Cloud