

# ANNE DAO

## EXPERIENCE

### INSTRUCTOR, JOINT EDUCATIONAL PROGRAM

University of Southern California — August 2017 – Present

- Developed 8-week lesson plan to teach computer science concepts to a class of 24 students at a local elementary school

### WEBMASTER, ASIAN PACIFIC AMERICAN STUDENT ASSEMBLY

University of Southern California — August 2016 – Present

- Updated and designed main website using HTML and CSS
- Increased website visits by 175% within in the last year
- Planned events for 900+ students to educate about Asian Pacific American culture

### SPEECH AND DEBATE COACH, SILVER CREEK ACADEMY

San Jose, CA — July 2015

- Co-coached middle school Speech & Debate team of 15 students
- Mentored 3 students personally in Lincoln Douglas Debate and Original Oratory, who went undefeated in their first tournament
- Tutored 2 students one-on-one in math and reading over 7-week period to prepare for the upcoming year
- Contributed to main website design using HTML and CSS

### CALIFORNIA STATE SUMMER SCHOOL FOR MATH AND SCIENCE

University of California, Santa Cruz — July 2015

- Attended high level courses on “The Science of Game Design” and “Game Graphics and AI”
- Learned about the mechanics of game design and made a game in Unity

### GIRL SCOUTS MADE WITH CODE STEERING COMMITTEE

Google — August 2014 to May 2016

- Girl Scouts x Google initiative to teach 15,000+ girls worldwide to program
- Hosted workshops teaching 200+ girls to code by Made with Code & Scratch MIT

## PROJECTS

### CAKEY

October – November 2017

- Single player Pacman/Pokémon-themed game made with 4 other team members in which the player collects cakes and battles monsters to collect money
- Managed team meetings and wrote documentation by Waterfall Methodology
- Contributed to GUI design with JPanel classes in Java Swing
- Helped connect player client to MySQL database on local server
- Implemented multithreading of sound effects written in Java

### MEENO

Cal Hacks 4.0 — Oct 6-8, 2017

- Minimalist new tab Chrome extension with date, time, weather, and quote
- Developed the frontend using HTML, CSS and JavaScript
- Helped implement randomization of color, quotes, and theme using JavaScript

### ESCAPE

COSMOS — July 2015

- First person maze game developed in Unity in which player is trapped in a house & must interact with objects and solve puzzles to escape
- Created beds, lamps, and other household objects using Autodesk Maya
- Contributed to linking backend code to objects using C# and JavaScript

## CONTACT

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## EDUCATION

### University of Southern California

Expected 2020

B.S. Computer Science, minor  
in 3D Animation

### Honors and Awards

Dean's Scholar, Dean's List Fall  
2016, Thematic Option Honors  
Program

## SKILLS

### Programming Languages

C/C++, Java, JavaScript, HTML,  
CSS

### Tools and Software

Git, Unity, Autodesk Maya,  
Dreamweaver

### Languages

English (native), Vietnamese  
(native), Spanish  
(conversational)

## COURSEWORK

### Completed

Discrete Methods in Computer  
Science, Data Structures and  
Object Oriented Design

### In Progress

Principles of Software  
Development, Algorithms and  
Theory of Computing,  
Embedded Systems