Benjamin Quang

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EDUCATION

University of California Santa Cruz (UCSC), GPA: 3.71
From Sept 2019 to June 2023

- *B.S. in Computer Science: Computer Game Design*
- *Minor in Computer Science*

WORK EXPERIENCE

University of California Santa Cruz — *Reader/Tutor*
From JAN 2022 to MAR 2023 (15 hours/week)
Tutored and graded for computer classes at UCSC for three terms:

- Assisting students in computer labs

- Guiding computer projects, which include one-on-one tutoring, or team coaching online.

- Coordinated with peers to adjust curriculum projects for student's needs.

PROJECTS

Mini Engine Graphics — *Worked on a custom-made Mini Engine using C++ and GLSL.*

Learned and utilized fundamentals of real-time rendering such as coordinate spaces, 3D geometry, the GPU rendering pipeline, projection matrices, vertex and fragment shaders, texture mapping, tangent space, bump mapping, parallax mapping, lighting models, fog, particle systems, and frustum culling

Flashcard Web Application — *Collaborated with others on a flashcard web application using Javascript, py4web, and Python*

Constructed a flash card app for the web, driven by a dynamic database. Used Javascript, Python, HTML, and py4web. Added interaction with Vue.js and generated create/update/delete forms from said database.

SKILLS

Experience with C, C++, C#, Javascript, Python, p5.js, Assembly, HTML/CSS

Skilled with Tableau, Microsoft Word, Google Docs, Excel Spreadsheets, RAPTOR Flowchart, Draw.io, Trello, Miro for design documentation and organization for projects

Collaborated with others via Github. Familiar with command line

LANGUAGES

C, C++, C#

Python

Javascript

HTML/CSS

Assembly

SQL

Tableau