Benjamin Quang

https://benquc.github.io/Portfolio/

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Education

University of California Santa Cruz (UCSC)
B.S. in Computer Science: Computer Game Design
Computer Science Minor
Graduation Date: June 2023
GPA: 3.71

Projects

Mini Engine Graphics — *Custom Mini Game Engine using C++ and GLSL for graphics.*

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.

Work Experience

University of California Santa Cruz — *Reader/Tutor*
JAN 2022 to MAR 2023
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.

Hard Skills

- Data Structures and algorithms
- Object Oriented Programming
- Web Development
- Software Engineering
- Mechanics, Design, Aesthetics (MDA)
- Sound Synthesis
- Mixing & Mastering
- Audio Implementation

Soft Skills

- Problem Solving
- Adaptability
- Creativity
- Interdepartmental Communication
- Agile Development

Software

- Unity
- Unreal
- Godot
- Clickteam Fusion 2.5
- Github
- Audacity
- Reaper
- Tableau
- Trello
- Miro

Programming Languages

- C
- C++
- C#
- Python
- Javascript
- Assembly