About Myself   Projects   Resume

The Strive for Excellence.

I wanted to make it better. I wanted to take the old and improve on it.

This was ingrained in my mind ever since I was a young kid meticulously picking away at lego blocks and finding new ways to place them to make a better creation.
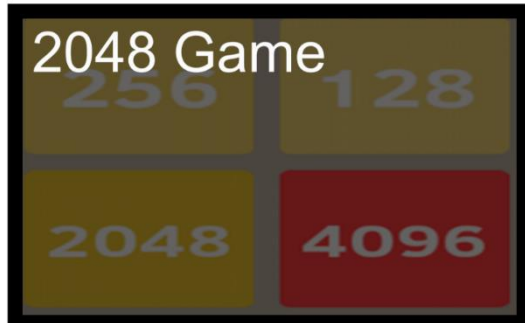
This skill has carried on throughout my life and now has molded into an essential trait that I carry throughout every task I am faced with.
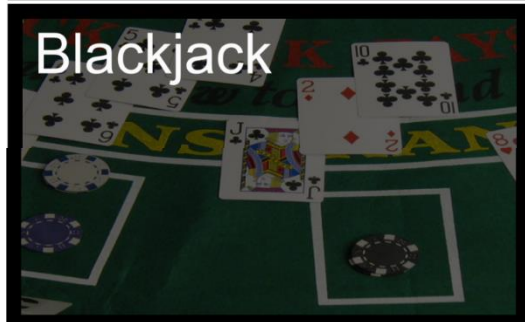
Passion.

Doing what one loves is an important fuel for creativity and productivity. Being an avid programmer and a member of UCSD's Dragonboat team, the reward of overcoming obstacles together through teammwork is one of the most satisfying feeling one can feel.

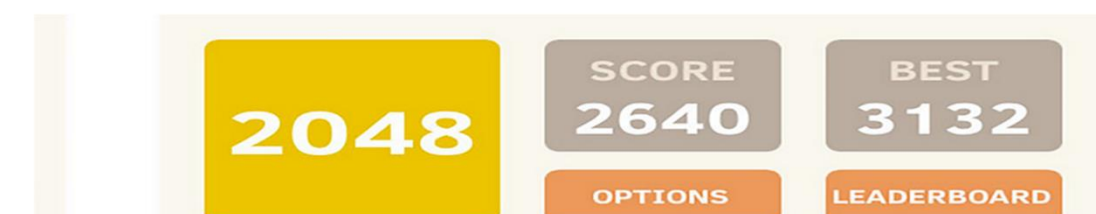This is what motivates me. This is why I love doing what I do.

Projects

2048 Game

256 | 128

2048 | 4096

Java | GUI

Blackjack

HTML | CSS | Javascript

Portfolio

HTML | CSS

Music Website

RISING EDGE

Invision | Balsamiq | Photoshop

2048 Game

2048

SCORE
2640

BEST
3132

OPTIONS

LEADERBOARD

Join the numbers and get to the 2048 tile!
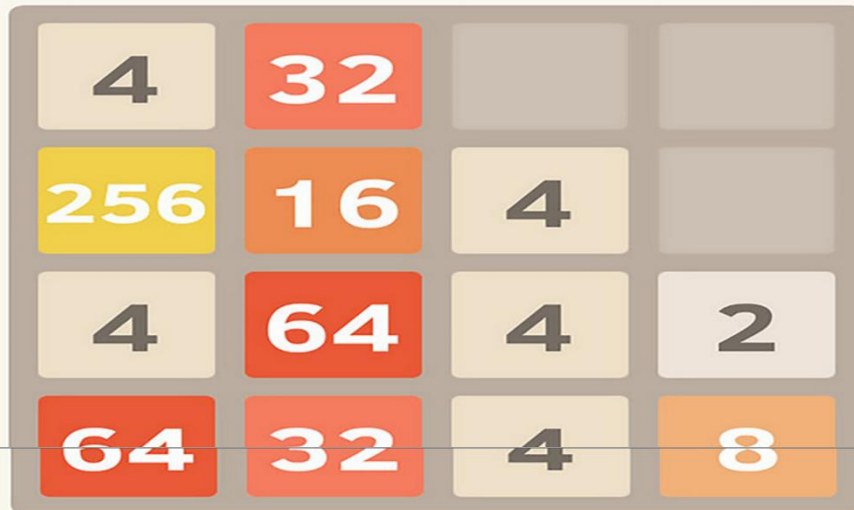
Mini GUI module of the game 2048 with extra features implemented using Java. This game features easy to use controls and a smooth design interface. This variant of the game was created by myself while attending UC San Diego during my early days of programming.

Blackjack

Welcome to BlackJack!

Your Total	Dealer Total	Bet Amount	Cash Remaining
			$500
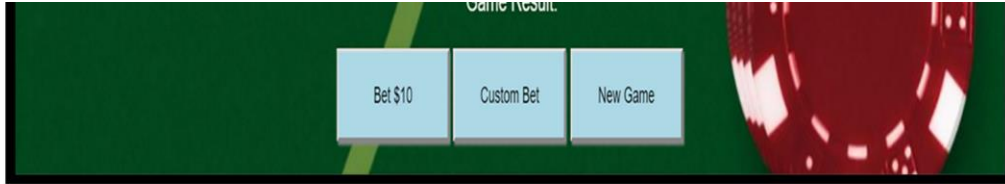
Website-based project done in a course at UCSD. This project
combines a large variety of HTML, CSS, and Javascript to create a
poker table layout. The game features accurate win/loss
conditions based off of the dealer and each hand combination,
a random number generator for dealing cards,
and a simple easy-to-use UI.Specific design aspects such
as the background UI were modified to make
the game more pleasing to the eye.

My Portfolio

This site is gives you a litle snippet of who I am,
what I've done,and everything you need to know about my professional
portfolio. This portfolio was not made with the help of any template
but instead was made from scratch using HTML and CSS. This was
a solo project made by myself.

Rising Edge

Team Rising Edge is a group of 6 dedicated engineering UCSD students
set out to design a music website with a goal in mind: improvement.

Our desire for improvement gave birth to an idea that we can make the music world
interact closer with one another. We wanted listeners to be able to connect with
their favorite artists through a multitude of ways such as the option of being able
to request an artist to perform at a venue. Our three main targets are: normal listeners
like me or you, artists/bands, and venues. Together, we aim to connect these three to create
the perfect trifecta of communication in the music world.

Making our Brand

To get the gears rolling, our first objective was to create a logo to brand our
website. Each person in our team produced a sketched rough draft of the logo.
Voting on the three that we liked, we set out to create a more refined
version of the three. At last, we found
finalized our logo design and are ready to tackle the next step.
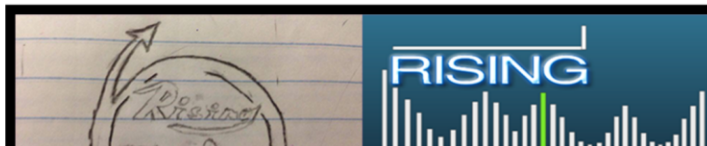
Analyzing our Competitors

In order to fully understand how to market our website and to rise to the top,
we needed to do some competitive analysis of our main competitors in which we
narrowed down and mapped out their key features and flaws:
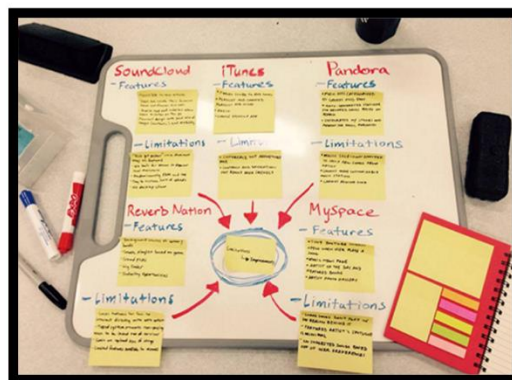

Prototyping

After mapping out how our website would ultimately function, we confirmed our
website's goal and set out to planning its content and layout. Using Balsamiq, a prototyping
tool, what each tab on our website would look like. For me, I worked on the Trending Page which
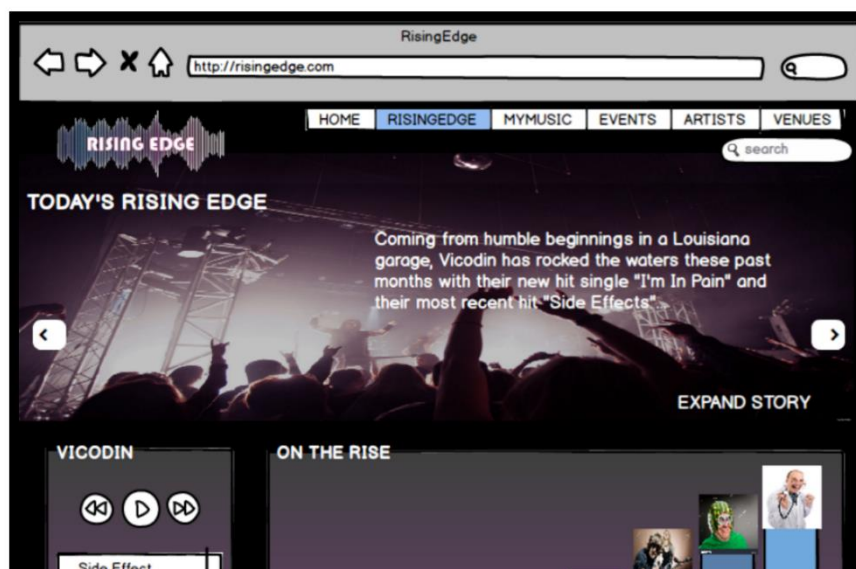
The Finished High Fidelity Website

At last as we reached our final stages of discussing and designing the content strategy of our webpage, we began to garnish the website aesthetically. Using photoshop, we were able to each create a page for the website and mount it on Invision to fully see how our website would operate. After reviewing everything and fixing some bugs here and there, we have our finished high fidelity website.
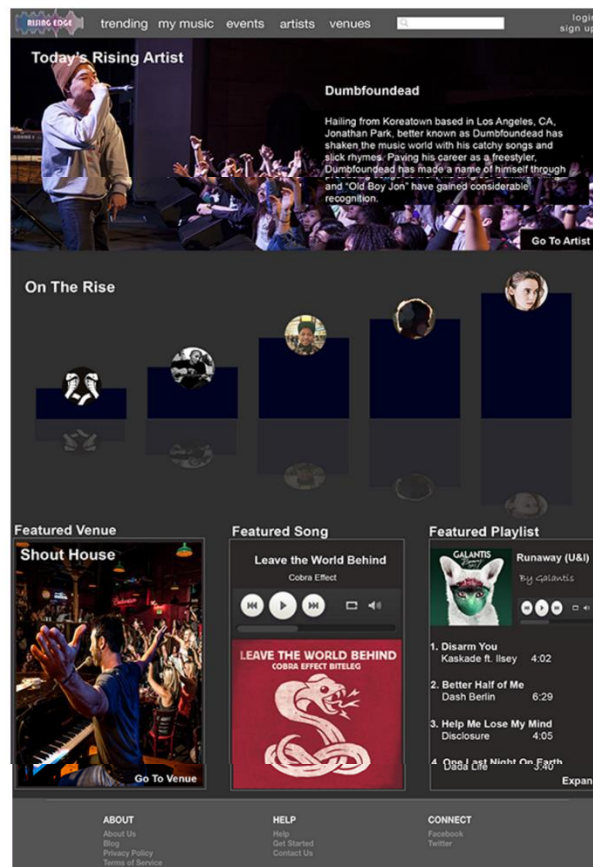
Brian Vu

Software Engineer/Front-End Developer

EXPERIENCE

UCSD Office of Admissions and Relations: La Jolla, CA —
Campus Ambassador
October 2015 - PRESENT

- Represented UCSD in hosting visitors and prospective students through

EDUCATION

University of California San Diego
Bachelor of Science in Computer Science and

- Represented UCSD in hosting visitors and prospective students through campus guided tours.
- Efficiently managed large campus outreach events such as recruitment activities both on and off campus.

UCSD Dragon Boat Team: San Diego —
Senior Coach

October 2015 - PRESENT

- Dedicated time to teach new members for the team through training both on and off the boat.
- Trained daily as a team to race competitively internationally.

Lasan/St. John Vianney: San Jose —
Vietnamese Language Instructor

October 2011 - June 2013

- Provided instruction on Vietnamese culture and language to grade school students.
- Readily designed and prepared lesson plans that cultivated a positive learning environment.

PROJECTS

Mini game: 2048
- Developed a GUI based version of the game 2048 using Java.

BlackJack Card Game
- Utilized CSS formatting along with Javascript/XHTML to recreate an easy to use web-based game interface.

NHL News Page
- Designed a webpage using Javascript/XHTML/CSS that displays a complete up to date news feed of current events happening in the NHL.

Computer Science and Engineering

June 2018

SKILLS

Programming Languages:

Java | JavaFX | Javascript |
X/HTML/CSS | C programming |
Python

IDE's and Relevant Tools:

- Fluent with VIM/GVIM, Eclipse, Dr. Java, PyCharm.

- Knowledgeable with Git, makefiles, file sharing, and PC/Mac/Linux systems.

- J/UNIT testing and test driven development.

CONTACT INFORMATION

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