Bryan Ngo

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EDUCATION

University of California, Davis   Expected June 2019
Computer Science and Engineering
CS GPA: 3.47/4.0

RELATED COURSEWORK

Data Structures and Programming, Cryptocurrency Technologies, Discrete Mathematics, Machine Dependent Programming, Algorithm Design, Software Engineering, Programming Languages (current)

PROJECTS

Bry.LAMP | L.A.M.P. STACK HOME SERVER
SKILLS/TOOLS: Linux, Apache, MySQLi, PHP, HTML, CSS, JavaScript, PhpStorm
- Home server that acts as a playground to discovering how the web works and how to break it.

League Report Card (in progress) | PLAY SMARTER
SKILLS/TOOLS: Java, Riot Games API, Orianna, IntelliJ
- Queries Riot Games database and pulls stats from all '16 and '17 ranked matches.
- Summarizes matches by reporting back KDA and date played.

Powerball Picker | THE BETTER QUICK PICK
SKILLS/TOOLS: Python, BeautifulSoup, NumPy, PyCharm
- Web scraper that displays a histogram of Powerball draws of a given historical range and compares it to a random distribution of numbers within the same range of picks.
- Running the distribution against a randomly generated list of equal size 1000 times shows that the average difference in frequency for any given number is ±0.15.

Visu-rithm | VISUAL ALGORITHMS FOR THE CURIOUS PROGRAMMER via HackDavis
SKILLS/TOOLS: Swift, SpriteKit, Xcode
- iOS application that allows users to see visualizations of data structures and algorithms in motion.

Caesar Cipher Decoder | TEXT-BASED MESSAGE DECODING
SKILLS/TOOLS: C++, CLion
- Decodes a Caesar Shift encrypted text based message based on likelihood.
- Displays messages with only "English" words, based on the contents of a dictionary.

EXTRACURRICULARS

Davis Computer Science Club   January 2017 - Present
- C/C++ Tutor, Club Secretary