Christopher Thai

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EDUCATION

University of California, Los Angeles   Expected: June 2019
Computer Science and Engineering
Dean's List – Winter 2016

Relevant Coursework
Intro to Computer Science I/II, Intro to Computer Organization, Logic Design of Digital Systems, Software Construction Laboratory, Intro to Computer Graphics

PERSONAL PROJECTS
- Interfaced an Arduino-based robotic arm with an Xbox controller
- Created multiple games using Unity 3D
- Created a personal website using HTML/CSS, published using GitHub Pages

EXPERIENCE

Galileo Learning, Sunnyvale, CA   Summer 2015/2016
Assistant Instructor (2016)
- Classes taught: Video Game Design, Website Design, Minecraft Mod Design, Launch Labs: Catapults
- Video Game Design: Taught how to use Clickteam Fusion to design platforming games, and introduced logic used to trigger various in-game events
- Website Design: Taught how to use Wix, introduced some HTML/CSS programming
- Minecraft Mod Design: Introduced campers to Java programming using the Eclipse IDE and the Minecraft Forge API

Summer Intern (2015)
- Supervised 5th through 8th graders in an innovation camp
- Assisted instructors in teaching various skills such as how to make GarageBand music tracks, use power tools, and prepare and cook food
- Worked with fellow staff members on various projects and themes for campers to enjoy

SKILLS
- Java, C , C++, C#, Ruby, WebGL
- UNIX command line, GNU debugger, Bash scripting
- Excellent communications skills and teamwork abilities
- Speaks Spanish

ACTIVITIES
- UCLA ACM
- National Society of Collegiate Scholars (NSCS)
- UCLA Symphony Orchestra
- UCLA Club Track and Field