

# Quoc Cuong Pham

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## Education

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<b>Virginia Polytechnic Institute and State University</b>	<b>May 2022, expected</b>
Bachelor of Science in Computer Science	<b>GPA 3.76/4.0</b>
<b>Richard Bland College of William &amp; Marry</b>	<b>May 2020</b>
Associate of Mathematics and Computer Science	<b>GPA 3.67/4.0</b>

## Technical Projects

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- **Covid-19 Case-fatality Ratio by Race/Ethnicity Visualization** (December-2020). A Data Visualization Project allowed users to view multidimensional data from different perspectives and gave insight into data patterns. **Java**
- **Rock Paper Scissor** (April-2020). A Rock Paper Scissors game used an AI to recognize patterns in the human opponent's moves and exploit those patterns to its advantage. **Java**
- **Tic Tac Toe** (March-2020). A Tic Tac Toe game built utilizing Object Oriented Programming paradigm, allowing player to play against an AI player. **Java, Python**
- **World Cup** (January-2020). Building the dashboard of historical data on World Cup matches using Maps and Worksheet. **Tableau Public**

## Related Coursework

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- Introduction to Problem Solving in Computer Science
- Data Structures and Abstraction

## Honors and Awards

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- Richard Bland College of William & Marry GSSP scholarship
- Junior High Regional Mathematics Second prize