

David Do

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EDUCATION

California State University, Fullerton

Bachelor of Science

Major in Computer Science

GPA: 3.36/4.0; Dean's List 2020 - 2021

Relevant Coursework: OO Programming; Data Structures; Software Dev w/ Open Sources; Software Engineering

Fullerton, CA

Aug 2018 – May 2022

PROFESSIONAL EXPERIENCE

AMAZON

Package Sorter

Cerritos, CA

05/2021 – 08/2021

- Completed daily orders with expert picking and packing of shipments
- Utilized moving equipment to transport items to various warehouse locations
- Member of a special group that collects over 100 unchecked packages and mark them in so they can ship on time

ACTIVITIES AND LEADERSHIP

TuffyHacks Hackathon

Hackathon Participant

Fullerton, CA

03/2021

- Participated in a hackathon, based in CSUF, and collaborated with two other members to work on an application.
- Helped members brainstorm project ideas and resolve issues throughout the coding process.

Canyon High School, Canyon Hills Library, Oak Canyon Nature Center

Volunteer

Anaheim, CA

2015 - 2017

- Unloaded and organized broken and unused electronic devices for future disposal.
- Tutored students from grades K-10 in various academic subjects, and collaborated with them to complete assignments, identify lagging skills, and correct weaknesses.
- Participated in the Summer Program, O.A.K.S Day Camp, and helped employees bring supplies to stations, supervise children, and help clean up the camp.

ACADEMIC PROJECTS

Mobile Multi Map

<https://github.com/CSUF-CPSC411-2022S/project-mobile-multi-map-mmm>

- An application that allows users to input multiple locations that is used to generate an optimized route and direction between each location.
- Implemented using Swift and Apple Maps API

Tic-Tac-Toe

<https://github.com/dkim286/cpsc362-proj>

- A simple game of tic-tac-toe that utilizes a GUI to allow users to click on the screen to play.
- The application allows for local Player vs. Player or Player vs. Computer. For Player vs. Computer, the AI can be set to two difficulties where the easy mode makes the AI randomly choose a spot not taken and the hard mode utilizes a Min-Max function to choose the best possible option.
- Implemented using Python and PyGame GUI

CS BS

<https://elastic-liskov-447e80.netlify.app/>

- An information website, for computer science students, that allows users to share their own resources for certain CS topics or courses.
- Implemented using HTML, CSS, JavaScript and React

SKILLS

- **Programming Languages:** Bash, C++, CSS, HTML, JSS, MATLAB, Python, R, SQL, Swift, X86 Assembly
- **Technical Skills:** Agile, Git, GitHub, Linux, Scrum, Visual Studio