

SKILLS

Data Structures & Algorithms

Good grasp of fundamental of data structures and algorithms such as, linked lists, stacks, queues, vectors, trees, hash tables, graphs, recursion, sorting algorithms, .

Web Development

Experience with Angular 6, HTML5/CSS/Javascript (ES6), making responsive, mobile-friendly websites.

Game Development

Experience developing interactive, 3D games using Unity and C#.

TECHNICAL

C++	HTML/CSS	Javascript	Typescript	Jquery	SQL	Java
Unity (C#)	Angular	NodeJS	Git			

PROJECTS

AP Spanish Websites : *Web Developer* 2018

Created two modern websites, one using Angular 6 and Typescript, and the other using pure HTML/Javascript/CSS. The sites implement photo carousels and parallax scrolling/full page scrolling functionality.

<https://denang1.github.io/Spanish-Website/>
<https://denang1.github.io/Spanish-Website-2/spanish-website>

Evanston Biking Club (EBC) Database : *Web Developer* 2018

Created a web application using XXX for the EBC members to use to track their ride statistics.

C++ Set Implementation : *Web Developer* 2018

Implemented the standard library Set in C++ using a standard, doubly linked list as the underlying data structure.

Unity Horror Game : *Game Developer* 2017

Created a 1st person horror game in Unity based off of Slender.

Rock Paper Scissors AI : *Web Developer* 2017

Created a website using the Materialize framework for stylistic choices and pure HTML/Javascript/CSS that features a Rock Paper Scissors game with a smart AI.

<https://denang1.github.io/RockPaperScissors/>

Snake Game : *Game Developer* 2017

Created a 2-player variation of the game Snake using Java.

ACHIEVEMENTS

American Society of Clinical Oncology (ASCO) Abstract Publication

American Society of Hematology (ASH) Abstract Publication

International Ultmann Chicago Lymphoma Symposium Poster Publication

National AP Scholar

Commended for National Merit

3rd in Experimental Design @ Illinois State Science Olympiad Competition

4th in Chemistry Lab @ Illinois State Science Olympiad Competition