Dennis **Dao**

Belle River, ON

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Skills

Languages   Python, C, Java, HTML, CSS, SQL, C#, VBA, JavaScript, PHP, Power Fx
Technologies   Windows, Linux, VSCode, SQL Server, Office 365, GIMP, Unity3D, Flask, SQLite, MongoDB

Education

University of Windsor   *Windsor, ON*

BACHELOR OF COMPUTER SCIENCE, HONOURS COMPUTER SCIENCE CO-OP   *Sept. 2019 - Dec. 2023*

- Minored in **Mathematics**, Specialized in **Game Development**
- Coursework: Databases, Game Development, Game AI, Data Structures/Algorithms, Operating Systems, Web Design

Experience

University of Windsor   *Windsor, ON*

UNDERGRADUATE TEACHING ASSISTANT   *Sept. 2020 - Dec. 2023*

- Evaluated quality of student work, led lab sessions, and answered student questions during weekly office hours for classes of **70+ students**

Windsor-Detroit Bridge Authority (WDBA)   *Windsor, ON*

IT AND FACILITIES CO-OP STUDENT | 3RD & 4TH CO-OP WORK PLACEMENT   *Sept. 2022 - Aug. 2023*

- Supported IT and Facilities staff with troubleshooting technical problems, participating in the on-boarding of new employees, rolling out new work phones to **60+ employees** for security improvements, and with records administration (hiatus Jan. 2023 - Apr. 2023)
- Contributed to the company's return to office plan by drafting employee handbooks, moving office furniture, and setting up office workstations and IT equipment

The Narmco Group   *Windsor, ON*

IT CO-OP STUDENT | 2ND CO-OP WORK PLACEMENT   *Jan. 2022 - Apr. 2022*

- Designed, configured, and implemented **LAN/WAN software and services** for network operating efficiency
- Maintained the software of the company through the helpdesk to ensure operating problems are resolved and the availability of disk space, response time, and information security

Projects

Randomly Generated Survival Simulation Game

ACADEMIC/PERSONAL | GAME DEVELOPMENT CAPSTONE PROJECT   *Jan. 2023 - Dec. 2023*

- Created a randomly generated survival simulation game with three iterative phases using AI with goal-oriented behaviour, database management, procedural generation, and replayability for a project management course, presented in Nov. 2023
- Programmed using **Unity 3D Game Engine** with **C#** scripting, **a SQLite database**, and source control using **GitHub**

Mental Health Database Application

ACADEMIC - GROUP   *Sept. 2023 - Nov. 2023*

- Developed a two-tier database application with two login levels allowing users to browse through mental health data and admins to manage data with server-side and client-side scripting with relevant functions
- Completed using **HTML**, **CSS**, **Python**, **Flask**, responsive web design, **a SQLite database**, and source control using **GitHub**

Inventory Management App

WORKPLACE | CO-OP PROJECT   *Sept. 2022 - Aug. 2023*

- Assisted with inventory management for WDBA by developing an automated inventory tracking app to help improve IT department efficiencies and tracking of assets, reducing time taken to manage inventory in storage and IT assets in the offices by **40%**
- Implemented using **Microsoft Power Apps** and **Power Automate** from **Microsoft Power Platform**

RS Reporting Application

WORKPLACE | CO-OP PROJECT   *Jan. 2022 - Mar. 2022*

- Converted The Narmco Group's remaining AS400 queries to efficient MS SQL queries and implemented a secure reporting application with these queries, used by **200+ employees** across their plants daily via a LAN/WAN
- Written using **MS SQL, SQL Server Management Studio, and Azure Data Studio** for back-end, **SQL Server** for the front-end