Huong(Amy) Do

Madison, Wisconsin
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Education

University of Wisconsin, Madison **Expected Graduation: December 2024**
Bachelor of Science in Computer Science and Data Science *GPA: 3.27*
Coursework: AI, Algorithms, Building UI/UX, Human-Computer Interaction, Database, Machine Organization and Programming, Mobile Application.

Technical Skills

Languages: Java, JavaScript, HTML/CSS, Python, SQL, Typescript, C/C++, C#
Frameworks: React/React Native, REST API, Flask, Spring Boot, basic Google Cloud and AWS
Tools: VS Code, GIT, GitHub, Gitlab, Postman, Xcode, Linux, Microsoft Office, Agile, JSON, Figma, Jira, Trello

Experience

Office of Human Resources at University of Wisconsin, Madison **September 2023 – February 2024**
Software Engineer

- Developed and maintained OHR websites and applications using **MySQL/PHP**, JavaScript Frameworks (**React, AngularJS**), and **SASS** tool, utilizing **GitLab** for code versioning and collaboration within agile development teams.
- Implemented **WordPress** functionalities by creating custom plugins and integrating **third-party APIs** via **Axios** and **Fetch API methods**, dynamically updating the profiles of **21,000+ faculty and staff**.
- Maintained high standards of code consistency and quality documentation for updating.

TANAAKK **May 2023 – August 2023**
Software Engineer Intern

- Collaborated with a global team in an **Agile** environment to develop Icuco, a web-based platform offering time management solutions tailored for kindergarten management systems using **React, JavaScript, HTML, CSS**.
- Implemented an attendance tracking feature, using **Axios** to efficiently manage **API requests**, which enhanced the display and update of student records instantly, resulting in a 40% improvement in data update response time and supporting 500+ daily users.
- Optimized database performance for **500,000+ records** in **Microsoft SQL Server** using **Java Spring Boot** by improving data management through CRUD operations with **RESTful APIs** achieving a **50% reduction in data retrieval times**.

Projects

Social To Do(2023) | Full-Stack Mobile App **Github**

- Collaborated with a team of 4 to develop an iOS app merging task management and social networking, enhancing user collaboration and interaction.
- Led the design and implementation of UI improvements in **React Native**, utilizing **Figma** for wireframes and prototypes, resulting in a 30% increase in user engagement, supported by optimized API endpoints and error handling.
- Focused on enhancing backend integration using **Flask/Python, SQLite, and Firebase** for data handling and **Azure** for cloud hosting.
- **Key Features**: OAuth 2.0, task management for personal organization, social interaction tools (posts, likes, comments), and profile customization, enabling users to collaborate on tasks with friends.

Movie Finder(2023) | Website **Demo & Github**

- Developed a user-friendly platform, utilizing **React, JavaScript, HTML/CSS**, which provided dynamic search and explore movies, featuring an autocomplete search bar, detailed movie insights, and mobile-responsive design.
- Integrated **The Movie Database API**, accessing a database of **400,000+ movies** using asynchronous JavaScript, and ensure accurate and expedited data retrieval, processing over **500 API calls** daily for real-time information update.
- **Key Feature:** A recommendation engine for a movie discovery platform, offering genre-based suggestions, top picks, and real-time updates, complemented by an interactive UI with search functionality and detailed film insights.

AI Teeko Player(2022) | AI game **Github**

- Implemented a **minimax algorithm** for strategic gameplay using **Python**, optimized to make decisions within 5 seconds, significantly outperforming a baseline AI in both efficiency and strategy.
- Developed a **heuristic function** for AI evaluation of non-terminal game states, achieving computational efficiency and strategic depth that led to a **66% win rate**, enabling the AI to beat a random opponent in 2 out of 3 matches.

Leadership / Extracurricular

Association for Women in Computing (WACM) **September 2022 – Present**
Undergraduate Representative *University of Wisconsin, Madison*

- Led biweekly tech talks for **100+** women students on course selection, grad school choices, and interviews in CS.