**EDUCATION** 

B.S. Computer Science Expected May 2020
UNIVERSITY OF EVANSVILLE Evansville, IN GPA 3.81

**TECHNICAL SKILLS** 

C/C++ Python Swift Git Version Control Agile Development
Java UNIX iOS Development Object Oriented Design

**RELEVANT COURSEWORK** 

Object Oriented Design Algorithms and Data Structures Database Cryptography
Operating Systems Software Engineering Formal Languages Programming Languages

#### **PROGRAMMING & SOFTWARE DEVELOPMENT EXPERIENCE**

# OneMain Financial Evansville, IN

Software Engineer Intern

August 2018-Present

- Solved inefficiencies, system malfunctions and upgrades using Assembler and JCL
- · Quickly learned and applied test development process, such as: documentation, debugging and problem solving
- Ensured the system's coherence by collaborating with other team members, teams, and departments: implemented a new interest table for the States of Tennessee, Wisconsin and Missouri
- · Developed effective reading and maintaining documentation skills

# University of Evansville - Cognitive Science Department Evansville, IN

Remodeling Kallipolis Software Engineer Intern

Fall 2018-Present

- Translated Plato's concept of ideal justice and the perfect society into a computable agent-based system using NetLogo in collaboration with the philosopher interns
- Questioned the definition of justice itself, formed the concept of an ideal city, and designed the means to achieve the desired state

#### **COMPETITIONS**

#### Pick Hacks - MLH Hackathon

Spring 2019

• Developed Carrot, a social iOS application for outdoor activities that integrate UIKit, SnapKit, and MapBox

# **ACM-ICPC Mid-Central Programming Contest**

Fall 2018

Placed 4<sup>th</sup> in University of Louisville site in solving complex Data Structure and Algorithm challenges

### **Vietnam's National Physics Olympiad Competition**

January 2016

- Placed 2<sup>nd</sup> in national competition in solving advanced comprehensive physics problems
- Exempted from high school national graduation exam, and granted to enroll in any University in Vietnam

#### **ENGINEERING PROJECTS**

- Developed Athletic Training Data Acquisition and Analysis, a survey system for UE's athletic department that sends daily reminders to athletes based on their schedules using Ruby on Rails and Agile planning
- Created original UNIX game Dodge with C++, featuring graphics, database, leaderboard, and player modes

### **LEADERSHIP**

2018-2019 Officer ACM

(members: 26)

Fall 2016-Present

 Hosted programming contest for high school students and presentations about Computer Science in learning as well as working experience

Fundraising Committee Manager New Year's Eve for S.O.S. Village (volunteers: 23 | orphans: 76) Spring 2015

- Raised community awareness and provided the S.O.S Village orphans with financial and emotional support
- Redesigned and dramatically improved fundraising strategy which acquired three times target budget