E R I C A   N G U Y E N

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SKILLS

Programming Languages. Environments. Frameworks.
Proficient: C / C++, Python, Windows, Unix
Comfortable: HTML/CSS, Lisp, Javascript, Bootstrap, jQuery, LaTeX, Git, Prolog, Java

EDUCATION

University of California, Davis	**Computer Science (B.S.)**
2015 - 2019	**GPA :** 3.40/4.00
	Selected Coursework: Data Structures and Programming, Programming Languages, Scripting Languages, Algorithms, Computer Architecture, Theory of Computation, Operating Systems, Discrete Math for CS, Abstract Math
	Projected: Parallel Architecture, Computer Graphics, Combinatorics

PROJECTS

Concept A (Jul – Oct '17)
- **HTML, CSS, Javascript, Bootstrap, jQuery:** developed as a concept design for a personal website; employs html5 video element and parallax scrolling for a more expressive self-introduction

Snake (Sept – Oct '17)
- **Javascript, HTML, CSS:** simple, web-based game of snake developed primarily in javascript; playable

Nom Nom (Jan '18)
- **NodeJS**, **jQuery, HTML, CSS, Google Cloud Vision API, Nutrionix API**: a daily food journaling web-application; allows users to photograph food, select tags associated with food, and track daily caloric intake based off tags

EXPERIENCE

Spectra Hackathon Jan '18 - present	**Logistics Lead** • Served as logistics lead for the all-women hackathon, Spectra • Managed food and apparel expenses and budgeting
DCSC Jan '17 - present	**Computer Science Tutor** • Tutored a variety of courses, including: Introduction to Programming (Python), Programming & Problem Solving (C), Software & Object-Oriented Programming (C++), Data Structures & Programming (C++ and UNIX), and Theory of Computation • Wrote practice exams for Programming & Problem Solving (C) • Held exam reviewing sessions for upwards of 30 to 120+ students at a time
Girls Make Games Jul '16	**Summer Camp Instructor** • Taught girls ages 10 - 13 fundamentals of coding, how to pitch to industry professionals, and to program their own game prototypes via Stencyl, a block-based programming software • Explained fundamentals and life cycle of video game creation – storyline, game mechanics, and game design to a class of 25 students