

CAREER GOAL

To gain experience by working with and learning from professionals about algorithms, machine learning, and just about about anything related to technologies.

Date of birth: 09 April, 1998

Mailing Address: PO Box 14862, Stanford CA 94309

Home Address: 16547 Village View Trail, Sugar Land TX 77498

Phone: 832-361-0190

E-mail: hungn2@stanford.edu

Website: https://github.com/elucidatus

PROJECTS

GAME DESIGNS | 08.2012-04.2016 ZYMOSIS (2013) | BLOCKHOLE (2014) | WOE (2016)

Uses C# and GML. Compatibility across Windows/Android/iOS

Features/Uses organic amoeboid movement emulation, linear and angular physics emulation, and multivariable integrals

RESEARCH/DEVELOPMENT | 10.2013-04.2015 INDEPENDENT ROBOTIC IMAGE-BASED STEERING (IRIS)

Detects a single-lane road to steer a robotic model

Features image processing (Gaussian filters, Canny, Sobel,
non-maximum supression, Hough transform, thresholding)

APP DEVELOPMENT | 09.2016-CURRENT GUESSTIMATE

A trivia educational game built from C# Xamarin

LANGUAGES







PERSONAL QUALITIES

- Patient
- Creative within strict procedural restraints
- · Hard-working

Attention to detail

- Curious
- · Driven, motivated, and ambitious

EDUCATION

GENERAL | 08.2012-06.2016 | VALEDICTORIAN HARMONY SCHOOL OF SCIENCE | SUGAR LAND, TX

GPA: 4.0 UW | 4.39W

ACT: 36/36

PSAT: 219/240

Relevant Courses: Game Programming and Design (C#) | Independent Study in Tech Apps (C#) | AP Computer Science (Java)

COMPUTER SCIENCE | 09.2016-06.2020 STANFORD UNIVERSITY | PALO ALTO, CA

Relevant Courses: Introduction to Computing | Programming
Abstractions in C++ (Accelerated), Computer Organization and
Systems (Spring 2017), Intro to Probability for Computer Scientist
(Spring 2017)

SKILLS

C# (.NET) • • • • •

Java | C++ ••••

GML •••

Perl | easyC ••••

Other skills:

- MS Office Suite, Adobe Photoshop/Premiere, paint.NET
- 85-110 WPM
- Familiarity with Windows, Linux, and OSX

INTERESTS



GRAPHIC DESIGN



CULTURAL IMMERSION



ADVENTURE