# Francisco Vu

Milton, MA | (617) 898-7325 | franvu225@gmail.com | github.com/franware1

## EDUCATION

**University of Massachusetts Boston**                                 Boston, MA
*Bachelor of Science in Computer Science*                         *Expected May 20XX*
Relevant Courses: Data Structures, Algorithms, Databases, Machine Learning, Game Development

## TECHNICAL SKILLS

**Languages:** Java, C, Python, C#, SQL
**Tools & Frameworks:** Unity, Git, SQLite
**Concepts:** Data Structures, OOP, Database Management, Machine Learning

## PROJECTS

**Machine Learning Song Classifier**                                  *Python, SQLite*

- Collected and preprocessed song data using SQLite databases.

- Built and trained a classifier to distinguish between "hit" and "non-hit" songs.

- Explored audio and metadata features to analyze trends in popular music.

**3D Unity Game (In Progress)**                                       *C#, Unity*

- Developing a 3D game environment using Unity and scripting with C#.

- Designed player mechanics, physics interactions, and basic enemy AI.

**Data Structures Projects**                                          *Java, C, Python*

- Implemented key data structures (e.g., linked lists, trees, hash maps) in various languages.

- Focused on optimizing time and space complexity for performance-critical applications.

## EXPERIENCE

**(Optional: Add internships, research positions, or TA roles here)**
*Example: Teaching Assistant – Data Structures*                       Fall 202X
- Assisted students with debugging Java code and understanding data structure implementation.

## EXTRACURRICULARS

**CS Club, UMass Boston**                                             *Member*
- Participated in coding challenges and peer-led workshops on topics like algorithms and version control.