

TAMMY DO

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Tampa, FL 33635

Relevant Links: [Tammy's Website](#) | [LinkedIn](#) | [GitHub](#)

EDUCATION

University of South Florida – Bachelor of Science in Computer Science

Expected May 2025

Tampa, Florida

- GPA: 4.0/4.0
- Relevant coursework: Foundations of Engineering, Programming Concepts, Computer Organization, Program Design
- USF Green and Gold Director Award
- Fall 2022, Spring 2023 Dean's List Honors

TECHNICAL SKILLS

Programming language: Python, C, C++

Web Development: HTML, CSS, JavaScript, Flask

Tools: Linux, Unix, GitHub/Git, Microsoft Office

PROJECTS

Dastory–AI story teller (Python, Flask, HTML/CSS, JavaScript, Auth0) | [GitHub](#) September 2023

Software Engineering Lead

- Led 3-member team in managing the front-end and back-end tasks and team overall workflow
- Implemented GPT API to generate more than 5,000 stories with any topics from user input
- Enhanced multilingual support by integrating English and Spanish language selection functionality and translation APIs, increasing user engagements by 30%
- Incorporated Auth0 for user authentication ensuring data privacy and security

April 2023

Blocky Pig Robot

Software Engineering Lead

- Led 5-member team to make a robotic toy for K-12 students
- Developed Arduino program with function of following an object for the robot with 90%+ accuracy
- Optimized the prototype by 70% in terms of the speed and appearance using Tinker CAD
- Got in-person 3D-printing training and was familiar with printing devices in the lab

June 2022

Etch A Sketch (HTML, CSS, JavaScript) | [GitHub Page](#) | [GitHub](#)

Software Engineer

- Enabled users to draw multi-size pixel pictures by hovering mouse to apply colors and erasing with eraser
- Provided a diverse color palette with warm, cold, black, and white colors, encouraging user's exploration for various color combinations.
- Incorporated a clear canvas option, a user-friendly feature for drawing experience and experimentation

March 2022

Snake Game (Python, Turtle) | [GitHub](#)

Software Engineer

- Implemented the game's core logic using OOP principles, encapsulating game elements such as the snake, food, and game board in classes using Turtle Library
- Integrated dynamic difficulty adjustment to cater to players of varying skill levels, encouraging extended gameplay and challenging more experienced users.

MEMBERSHIP

Member in Girls Who Code Society and Society of Competitive Programming