Hailey Pham

Programmer

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Education

University of Florida, Computer Science, B.S.	Spring 2026
University of Florida, Digital Arts and Science, B.A.	Spring 2026
GPA: 3.56	

Relevant Coursework

Applied Discrete Structures	COT3100
Data Structures & Algorithms	COP3530
Intro to Computer Organization	CDA3101
Cross Cultural Engineering & Design	CEN4930

Work Experience

Freelance Artist (2022-2023)
  Made 3D models and illustrations according to client specifications.

Skills and Knowledge

Python, Java, C++, C#, HTML/CSS, Unity, Godot, Photoshop

Activities and Associations

University of Florida Fencing Club Social Media Chair (2024-2025)

Projects

Disastore — Summer 2024
- Created 2D game in Godot using C# as part of a team of programmers. Learned collaborative programming.

Summer '08 — Spring 2024
- Created 2D game and assets in Unity using C#. Learned to create modular and scalable game systems.

Solar Systems Down — Spring 2024
- Created 2D game for the FIEA Collegiate Game Jam as a programmer and lead character artist.

BunQuest — Summer 2023
- Created 2D game and assets in Unity using C#.

Minesweeper Clone — Fall 2022
- Created a clone of the game Minesweeper in C++ using the SFML library.