Hieu Chau

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https://hieuc.github.io/

EDUCATION

Bachelor of Science | ***Computer Science and Systems*** Sep. 2019 – Present
University of Washington Tacoma, Tacoma, WA Expected graduation: August 2021

GPA: 3.76 | Annual Dean's List
Relevant coursework: Data Structures & Algorithms, Client/Server Programming, Databases

Associate in Science Sep. 2017 – Aug. 2018
Green River College, Auburn, WA

TECHNICAL SKILLS

Languages: Javascript, Java, HTML/CSS, SQL, C#, C++, C

Frameworks: ASP.NET MVC, Express.js/Node.js

Tools: VS Code, Visual Studios, Microsoft SSMS, Git, Git Bash, SourceTree

WORK EXPERIENCE

Research Assistant | ***Project: OSM Map Analysis on C# ASP.NET MVC*** June 2020 – December 2020
University of Washington Tacoma, *in collaboration with Microsoft*

- Worked with Bing/Google/OpenStreetMap APIs to collect and maintain map data of major cities on an SQL Server.
- Utilized Bootstrap and JQuery libraries to design a dashboard to present back-end data.
- Managed application's stability and efficiency on both front and back-end.
- Collaborated in a group of 3-4 people to communicate with clients in Agile Development pattern.

PROJECTS

Fusillade | ***Javascript*** | ***Deployment*** Jan. 2021 – Mar. 2021
University of Washington Tacoma

- Led a team of 3 in development of a web-based game.
- Implemented various algorithms to procedurally generate levels.
- Designed user-centered visuals/features for the game.

Android Group Chat | ***Java, Javascript*** | ***Demo*** Sep. 2020 – Dec.2020
University of Washington Tacoma

- Developed an Android Application with a Node.js back-end in Express.js framework, and Java front-end.
- Utilized Imgur as an external image host to achieve contacts profile and image chatting.
- Implemented real-time messaging interactions through a Push Server.
- Maintained user information in an external SQL Database.

Probability Minesweeper | ***Javascript*** | ***Deployment*** August 2020
Personal Project

- Built Minesweeper from scratch in Javascript as a browser game.
- Developed a devide-and-conquer algorithm to infer the best outcome of the game mostly within the timeframe of one second.
- Utilized JQuery to organize and inform the algorithm's result through a color-coded overlay.