Vincent Dang

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EDUCATION

University of California, San Diego - B.S. in Mathematics and Computer Science   La Jolla, CA
GPA: 3.78/4.0, Provost Honors 6/9 quarters   Expected Grad: June 2023

- **Coursework**: advanced data structures, design and analysis of algorithms, object-oriented design, software tools and techniques, theory of computation, computer organization and systems programming, geometric computer graphics, programming languages: principles and paradigms, cryptography, combinatorics, linear programming

SKILLS

Languages: C/C++, Java, JavaScript, Node.js, CSS, HTML, MATLAB, Bash, Powershell
Technologies: React.js, Git, GDB/JDB, OpenGL,Unix/Linux, Microsoft Power Platform, Microsoft Dataverse, Sharepoint, Azure AD

EXPERIENCE

Software Developer Intern   Aliso Viejo, CA
Microvention Terumo   June 2022 – September 2022

- Designed and developed an additional 10 apps automating physical forms and procedures using power apps for **front-end** development and power automate, powershell, sharepoint, dataverse, and azure active directory for **back-end** development
- **Saved ~70-120 man hours a month** from business procedures with automation apps
- Applied data modeling techniques and relational databases to update previous apps reorganizing and optimizing existing data storage **reducing memory usage by 50%**
- Combined 9 apps into one with an organized dashboard for navigation as well as adding in new features such as, estimated processing times, current status, and ongoing requests to meet the standards of the Legal department

Software Developer Intern   Aliso Viejo, CA
Microvention Terumo   June 2021 – September 2021

- Spearheaded 9 apps automating physical forms and procedures using power apps for **front-end** development and power automate, powershell, sharepoint, dataverse, and azure active directory for **back-end** development
- **Saved ~60-110 man hours a month** from business procedures and **saved ~$900 a month** worth of inventory fees and improved overall inventory workflow with the automation apps
- Documented workflow of software for future upkeep of applications
- Collaborated with the Office Services, HR, and IT department to meet client demands for a user-friendly interface for apps with features such as prepopulation of user-related data, data validation, and authorization level checks

PROJECTS

Huffman Tree Compression

- Programmed a functioning huffman tree from scratch using I/O streams and data structures with C++
- Read and encoded files using the huffman tree, **compressing file size by 60%**

3D Solar System

- Built a 3D Solar System using C++ and the OpenGL engine
- Implemented computer graphic features such as, Phong lighting, Phong shading, animation, culling, and rendering

Pokemon

- Replicated the game of Pokemon with Java and object-oriented design

Scripting

- Created makefiles that improved workflow with unix/linux
- Wrote scripts that can manipulate text files, compile work files, and compare input and output files