Khuong Tiet

khuongtiet.github.io

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Objective: *To learn and understand about the VFX/Animation pipeline TD pipeline and the applications of software engineering in an animation production environment*

Education

University of California, Irvine Irvine, CA   June 2019
B.S in Software Engineering
   Relevant Coursework:
   Data Structure Implementation and Analysis, Design and Analysis of Algorithms, Introduction to Database Management, Introduction to Artificial Intelligence, Computer Networks

Work Experience

Delphi Display Systems Costa Mesa, CA   October 2017 - Present
Engineering Intern
   ❖ Coordinating with senior technicians to set up master images of software in Ubuntu to distribute among production systems
   ❖ Performing quality assurance tests through test cases to ensure product met specifications
   ❖ Validating and reviewing technical documents in order to create a concise tutorial for other members to create images

The Portal Irvine, CA   June 2017 - Present
Web Development Intern
   ❖ Trained with other students to learn effective communication skills as well as project management skills
   ❖ Developed a clone of Trello using HTML5/CSS3/JavaScript/jQuery/MongoDB/Node/Express
   ❖ Working on client projects using React to develop front end interfaces
   ❖ Developing backend using AWS (EC2, S3), Postgre, Express

Side Projects

Managed and mentored team in developing a simple React Native application for Med App Jam at UCI   October 2017

Participated in HackPoly, a hackathon at Cal Poly Pomona, where I developed a game using the Love2D game engine, using Lua for the first time   February 2017

Wrote a simple chat bot for Discord, a chatting service, in JavaScript and NodeJS that uses Riot Games' API to retrieve data from their game, *League of Legends*   November 2016

Coded a web crawler in Python with using Selenium, a tool in Python, to automate a completion of tasks for an online population simulation application   June 2016