

# Kinsey Vo

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## EDUCATION

**Bachelor of Science, Computer Science, California State University, Fullerton** **August 2019 - May 2024**

- Cumulative GPA: 3.74
- Courses: Object-Oriented Programming, Data Structures, Computer Security, Algorithm Engineering, Operating System Concepts, Software Engineering and Design, Database Systems, Compilers and Languages, Artificial Intelligence, Mobile App Programming, Data Science and Big Data, Computer Networking

## ORGANIZATIONS

- Association for Computer Machinery (ACM), *Member* **September 2020 - Present**  
Marketing Board, *Officer* **August 2023 - May 2024**
- Offensive Security Society (OSS), *Member* **January 2022 - May 2024**
- Titan TCG, *Board Member* **February 2022 - Present**

## TECHNICAL SKILLS

**Languages:** C++, C, C#, Python, HTML/CSS, Java, JavaScript, SQL, R, x86 Assembly

**Libraries/Frameworks:** React, React Native, Bootstrap, Tailwind CSS

**Tools:** VS Code, Visual Studio IDE, Git, Node.js, Vite, MySQL Workbench, Unity, Postman, Jupyter, Anaconda, Figma

## PROFESSIONAL EXPERIENCE

**IT Development and Applications Support, Fullerton, CA** **August 2023 - Present**

*Student Assistant*

- Providing Apple and Windows hardware/software troubleshooting support for CSUF Faculty and Staff
- Efficiently manage and resolve Help Desk tickets through ServiceNow
- Enhance web content for CSUF departments utilizing Modern Campus CMS, improving user experience

**ASSURE-US Undergraduate Summer Research, Fullerton, CA** **May 2023 - June 2023**

*Peer Mentor*

- Collaborated with faculty to guide students in acquiring essential skills in math, data science, and data structures
- Researched the influence of genre types on popularity of superhero shows

**DSW Designer Shoe Warehouse, Costa Mesa, CA** **May 2022 - August 2022**

*Store Associate*

- Assisted customers with purchases, item location, and enrollment in rewards program
- Ensured store cleanliness through recovery efforts and demonstrated efficient cashiering and processing skills

## PROJECTS

**Personal Portfolio** **April 2024 - May 2024**

- Developed using React, featuring fluid page transitions with detailed project info and about sections
- Deployed via Vercel and integrated Formspree API for contact form

**Cardio Man** **January 2024 - April 2024**

- Devised a Unity 2D platformer game with multiple characters, diverse levels and pathways for player preference
- Win conditions involve collecting flags and defeating bosses, while losing occurs if health or timer runs out
- Implemented assorted items and obstacles for complex gameplay, with online leaderboard harnessing PlayFabSDK

**Gymprentice** **October 2023 - December 2023**

- Designed and built an Android app employing React Native and Node.js
- Integrated Google Maps API for zip code-based gym search
- Features: customizable workout schedules, workout tracking, nutrition info, exercise tutorials, and review system

**Peg Game** **April 2023 - May 2023**

- Collaborated in a team to design a Python-based game, employing AI search algorithms for gameplay
- Eliminate pegs by jumping over other pegs until one remains