

Kinsey Vo

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EDUCATION

B.S. Computer Science, CALIFORNIA STATE UNIVERSITY - FULLERTON

August 2019 - May 2024

- Cumulative GPA: 3.74
- Courses: Object-Oriented Programming, Data Structures, Intro to Computer Security, Algorithm Engineering, Operating System Concepts, Software Engineering and Design, Database Systems, Compilers and Languages, Artificial Intelligence, Mobile Device 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 using 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 the 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

Peg Game

April 2023 – May 2023

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

Gymprentice

October 2023 – December 2023

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

Cardio Man

January 2024 – April 2024

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

Personal Portfolio

April 2024 – May 2024

- Developed using React, the website features fluid page transitions with detailed project info and about me sections
- Deployed via Vercel and integrated Formspre API for the contact form