

Neil Tengbumroong

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Summary

- Aspiring software engineer experienced with collaborative coding, git version control, test-driven development, software development life cycle, and automated testing
- Solid foundation in object-oriented programming in Java/C++, functional programming and coursework in Python and experience with web development in HTML/CSS/JavaScript
- NCAA student-athlete with strong leadership and cooperation skills, very experienced with teamwork and time management, as well as group and project management

Education

University of California, San Diego
B.S. Computer Science (**3.45 GPA**)

La Jolla, California
Graduating June 2021

Relevant Coursework: Advanced Data Structures • Theory of Computation • Discrete Mathematics
Software Tools and Techniques • Database System Principles • Digital Design Techniques

Extracurriculars: NCAA Men's Tennis Team (co-captain) • Triton Athletic Council Representative

Awards: ITA Scholar Athlete (2018, 2019) • Team Rookie of the Year (2018)

Employment History

UC San Diego, Department of Computer Science and Engineering
Tutor

La Jolla, California
Sept 2019 - present

- Attended lectures and assisted students with questions in class
- Held lab hours and review sessions to help students with assignments and tests
- Proctored and graded exams, along with miscellaneous duties as assigned by professor

Projects

Hocus Focus (Google Chrome Extension, available on Chrome Web Store)

- Created with a team of two others as part of the 2019 SD Hacks Hackathon
- Incorporated persistent data storage and caching to archive websites and user input
- Implemented features such as a clean popup user interface, a working timer that stores data across multiple browsers, a blacklist of websites that the user is unable to access while activated, and an interactive TODO list. Downloadable from Chrome Web Store
- Utilized: HTML, CSS, Javascript, Google Chrome's storage/retrieval API, caching, Git/Github

2048 (Desktop Game Version)

- Implemented a fully functional variation of the popular puzzle game 2048 with a team of one other
- Features include all basic game mechanics and colors identical to the original version, with added functionality that allows the user to specify the game board dimensions
- Utilized: Java, Java's GNU, Git/Github

Hydro Homies (Project Layout)

- Worked with a team of six to create the foundation and layout for an iPhone app designed to help locate and display water sources on a friendly user interface
- Finished project includes logo design, user interface design for all possible controller views (no code), competitor analysis, and commercial advertisement for the product
- Project helped to expand my knowledge on UI/UX development, design and collaboration among a team, software engineering (without the code), and UX life cycle

Skills

Proficient: Java • Git/Github • Unix | **Competent:** C • C++ • HTML • CSS • Meson Build System • Vim
Familiar: Javascript • Swift • SQL • System Verilog • Docker • JUnit • Google Testing Framework
Docker • GDB • Bootstrap