Patrick Tu

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EDUCATION

University of Maryland, College Park   *August 2018 – Present*
Bachelor of Science in Computer Science   *May 2022 Expected Graduation*
Cumulative GPA: 3.6
Relevant Coursework: Object-Oriented Programming I and II; Introduction to Computer Systems; Discrete
Structures; Organization of Programming Languages; Algorithms; Calculus III; Linear Algebra

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WORK EXPERIENCE

Uniformed Services University of the Health Sciences   *May 2019 – August 2019*
Software Engineer Intern   *Bethesda. Maryland*
> - Used Niagara TAC I/A to develop system algorithms for new air handling units in order to work conjointly and regulate building conditions
> - Automated hydro-pumps to behave a specific way under specified conditions dependant on weather
> - Optimized air handling units to reduce electrical power consumption

Mobomo, LLC   *May 2017 – August 2017*
Software Engineer Intern   *Vienna, Virginia*
> - Implemented earthquake data from the United States Geological Survey to create an Amazon Alexa 'Skill' to warn locals of impending earthquakes using Java
> - Worked on an agile team to automate quality assurance testing for the development of the National Oceanic and Atmospheric Administration Fisheries' webpage using Selenium

eBay   *June 2016 – August 2019*
Product Seller   *Potomac, Maryland*
> - Leveraged Google search analytics to buy and sell computer parts and accessories based on product market popularity
> - Negotiated with overseas wholesale businesses for product shipments
> - Sold on average $1,500 worth of products each month

PROJECTS

COVID-19 Tracker (React)
> - Built a coronavirus tracker that displays figures of confirmed cases, recovered cases, and death toll by country with an interactive world map using live data from disease.sh API

Messenger Chat Room (React/Firebase)
> - Created a Facebook messenger style chat room with messages updated in real-time using Firebase as a live database to support multiple users from different connections

Pig Dice Game (JavaScript/HTML/CSS)
> - Designed a two-player dice game built on the premise of risk and reward during 'Bitcamp' hackathon
> - Developed a full stack web app using the Document Object Model to create a responsive front end layout

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VOLUNTEER / EXTRACURRICULAR EXPERIENCE

Phi Delta Sigma Fraternity Inc.   *September 2019 – May 2020*
Philanthropy Chair, Fundraising Chair   *College Park, Maryland*
> - Orchestrated small team of five as head supervisor and assigned individual roles
> - Spearheaded series of week long events promoting mental health awareness

Montgomery County Circuit Court
Teen Court
> - Enacted appropriate dispositions for juvenile offenders as a jury member on misdemeanor cases

SKILLS

Languages : Java, C, Ruby, OCaml, HTML, CSS, JavaScript, Selenium, MatLab

Framework: React