

PAUL VU

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EDUCATION

University of California, Los Angeles | B.S. Computer Science

Expected June 2022

❖ Webmaster | Theta Tau at UCLA

EXPERIENCE

DevOps Engineer | UCLA Student Media

October 2019 - Present

- ❖ Designing frontend of application website for UCLA Student Media using **HTML** and **CSS**
- ❖ Improving data logging system for internal checking in/out of equipment
- ❖ Creating self-help kiosk application for Photo Studio with **JavaScript** through **Node.js** to check in, make appointments, and check for orders
- ❖ Working in a team environment and splitting assignments using **Git**

PROJECTS

RPS Mania

Present

- ❖ Creating a rock-paper-scissors game in **Android** application using **Java** and **XML**
- ❖ Programming opponent with randomized move set
- ❖ Utilizing **SQLite** to track previous scores and progress, and multi-user leaderboard system
- ❖ Implementing in-game currency system for user customization

Sonic Pi Music Code

December 2019

- ❖ Produced music through code that can be performed live
- ❖ Coded in **Ruby** to manipulate samples and synthesizers and apply effects and parameters
- ❖ Dived into the realm of using code as an artform

Genomics Processor

March 2019

- ❖ Created software for genome analysis, allowing users to read large genome files and search across database
- ❖ Developed custom data structure in **C++** to log and manipulate entries

Zombie Dash

February 2019

- ❖ Developed zombie shooting game in **C++** with point system, multiple levels, and limited resources
- ❖ Created different environments per level for player to interact with
- ❖ Organized game with **OOP** to interact with user (ammo, first aid kits, hazards)

COURSEWORK

Data Structures & Algorithms

Computer Organization & Architecture

Discrete Mathematics

Logic Design of Digital Systems

SKILLS

C/C++

Java

JavaScript

HTML/CSS

Node.js

Android

XML

Bash

Git

Python

Ruby

Arduino