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   **Discrete Mathematics**
Computer Organization & Architecture   **Logic Design of Digital Systems**

SKILLS
C/C++	**HTML/CSS**	**XML**	**Python**
Java	**Node.js**	**Bash**	**Ruby**
JavaScript	**Android**	**Git**	**Arduino**