PAUL VU

(714) 553-1488 | paulngovu2@gmail.com | linkedin.com/in/paulngovu | paulngovu.github.io

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, levels, and user 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++	**HTML/CSS**	**XML**	**Python**
Java	**Node.js**	**Bash/Linux**	**Ruby**
JavaScript	**Android**	**Git**	**Arduino**