Cindy Pham

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EDUCATION

University of Texas at Austin   August 2018 – May 2021

B.S. Computer Science. GPA: 3.7/4.0

- Undergraduate Coursework: Matrix Calculations; Probability & Statistics; Data Structures; Discrete Mathematics; Computer Architecture; Information Retrieval; Operating Systems; Algorithms & Complexity; Computer Networks; Network Security & Privacy

Austin Community College   August 2015 – May 2017

A.S. Mathematics. GPA: 3.9/4.0

- Undergraduate Coursework: Calculus I, II, III; Programming Fundamentals I, II

SKILLS

Java • Python • C/C++ • C# • HTML • CSS • Javascript • Git • Android Studio • Unity

Bootstrap • NodeJS • Flask • Google Cloud Platform • ReactJS

PROJECTS

Protest Protector ⬀

Side-scrolling platformer game for UT BLM Game Jam 2020.

- Scripted character movement, level generation, UI/UX elements, and audio
- Deployed game builds for Windows, MacOS, and WebGL
- Unity2D, C#, Git

nav.igate ⬀

Web application that plans the user's schedule based on travel times, mode of transportation, and distance.

- Set up front-end infrastructure
- Designed calendar UI and integrated APIs with web pages
- HTML, CSS, Javascript, Python, Git, Flask, Firebase, Google Cloud Platform, Google Calendar API, Distance Matrix API, Google Maps API

Mina's Homebody Adventure ⬀

Adventure game based on the K-Pop group, TWICE.

- Scripted enemy interactions, UI/UX elements, puzzle minigame.
- Unity2D, C#, Unity Collab

Sketch Art ⬀

Drawing Android application that displays pictures as reference while users practice creating art.

- Designed UI/UX and scripted all app functionalities
- Deployed APK to Google Play store
- Git, Android Studio, XML, Java