

Cindy Pham

☎ (512) 903-8260

📍 Austin, TX

✉ phamcindy619@utexas.edu

🖱 phamcindy619.github.io

EDUCATION

University of Texas at Austin

August 2018 – May 2021

B.S. Computer Science. GPA: 3.8/4.0

- Relevant Undergraduate Coursework: Matrix Calculations; Probability & Statistics; Data Structures; Discrete Mathematics; Computer Architecture; Information Retrieval; Operating Systems; Algorithms & Complexity; Computer Networks; Network Security & Privacy; Modern Web Applications; Game Technology; Data Management

Austin Community College

August 2015 – May 2017

A.S. Mathematics. GPA: 3.9/4.0

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

SKILLS & TOOLS

Java • Python • C/C++ • C# • HTML • CSS • Javascript • Git • Android Studio • Unity • Godot
Bootstrap • NodeJS • Flask • Google Cloud Platform • ReactJS

PROJECTS

UT Ticket Exchange [🔗](#)

August 2020 – present

Progressive web application that allows any UT affiliated person to buy and sell tickets for UT sports or events.

- Worked in an **Agile** environment with continuous integration in **Git**
- Set up front end using **Angular** framework
- Integrated user authentication with **Auth0** services

Mina's Homebody Adventure [🔗](#)

October 2019 – March 2020

2D adventure game based on the K-Pop group, TWICE

- Developed in **Unity** and used built-in version control: **Unity Collab**
- Scripted enemy interactions, dialogue system, UI/UX elements, puzzle minigame in **C#**
- Conducted tests for debugging and optimizations

Sketch Art [🔗](#)

May 2019 – August 2019

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

- Built individually through **Android Studio** interface
- Designed UI/UX using **XML**
- Scripted all app functionalities in **Java**
- Deployed APK to Google Play store

Protest Protector [🔗](#)

Side-scrolling platformer 2D game for UT BLM Game Jam 2020.

- Designed and developed UI and gameplay in **Unity** using **Git** version control
- Scripted character movement, procedural generation, UI/UX elements, and audio players in **C#**
- Deployed game builds for Windows, MacOS, and WebGL