

Cindy Pham

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OBJECTIVE:

To obtain a full-time position in the software engineering industry, utilizing my previous experiences in full-stack web, Android, and/or game development.

EDUCATION:

University of Texas, Austin, TX. Bachelor's of Science in Computer Science. Expected to graduate in June 2021.

Anderson High School, Austin, TX. Graduated June 2015.

RELEVANT COURSEWORK:

Calculus I, II, and III; Matrix Calculations; Probability & Statistics; Data Structures; Discrete Mathematics; Computer Architecture; Information Retrieval; Operating Systems; Algorithms & Complexity; Computer Networks; Network Security & Privacy

SKILLS:

Programming Languages: Java, Python, C/C++, C#, HTML, CSS, Javascript

Frameworks & Tools: Git, Android Studio, Unity, Bootstrap, NodeJS, Flask, MongoDB, Google Cloud Platform, ReactJS

PROJECTS:

Sketch Art – Developed Android app for drawing and painting; Designed specifically for children; Scripted in Java and XML using Android Studio

Mina's Homebody Adventure – Developed an adventure game in Unity2D as an indie team; Scripted gameplay and UI/UX elements using Unity Collab; Deployed game builds for Windows and MacOS

nav.igate – Developed web application for meeting planner in a team of four; Front-end powered by Python Flask and back-end supported by Firebase; API integrations from Google Calendar, Distance Matrix and Maps; Deployed through Google Cloud Platform

Protest Protector – Created a platformer game in Unity2D as an indie team; Scripted character movement, level generation, UI/UX elements, and audio; Deployed game builds for Windows, MacOS, and WebGL