

Cindy Pham

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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; Software Engineering; Object-Oriented Programming; Competitive Programming; Ethical Foundations in CS

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

Cooking Crescendo

July 2021

2D cooking rhythm game for Rhythm Game Jam 2021

- Develop in **Unity** and use **Git** for version control
- Coordinate design responsibilities with other artists and composers on the team
- Script game/audio managers, song selection, notes spawn, and animations
- Deploy builds for Windows, Mac, and WebGL

Above Earth

January 2021 – May 2021

Web application that informs users on space expeditions

- Design RESTful API that supports filtering, sorting, searching, and pagination
- Scrape data from multiple external APIs
- Develop frontend via **ReactJS** and backend via **Flask** with database in **MySQL**
- Deploy on **Amazon Web Services**

Sketch Art

May 2019 – August 2019

Android application that displays art references while users draw

- Design UI/UX using **XML** in **Android Studio**
- Implement picture selection, drawing, and save functionalities in **Java**
- Deploy APK to the Google Play store
- Reach 1K+ downloads over 176 countries/regions