

Cindy Pham

Email: phamcindy619@utexas.edu

Phone: (512) 903-8260

GitHub: phamcindy619

OBJECTIVE:

To obtain a full-time position in the software engineering industry, utilizing my previous experiences in web, mobile, 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

PROJECTS:

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

PotatOS – Worked in a large group of about 60 people to build an operating system in C/C++; Responsible for porting Doom onto PotatOS; Coordinated dependencies from other teams through GitLab

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

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