

Cindy Pham

☎ (512) 903-8260

📍 Austin, TX

✉ phamcindy619@utexas.edu

🖱 phamcindy619.github.io

EDUCATION

University of Texas at Austin

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

August 2018 – May 2021

- **Relevant Undergraduate Coursework:** Data Structures; Computer Architecture; Operating Systems; Algorithms; Computer Networks; Network Security & Privacy; Modern Web Applications; Game Technology; Data Management; Software Engineering; Object-Oriented Programming

Austin Community College

A.S. Mathematics. GPA: 3.9/4.0

August 2015 – May 2017

LANGUAGES

Java • C • C++ • Python • C# • HTML • CSS
Javascript • Typescript • SQL

SKILLS & TOOLS

Git • Unity • ReactJS • Flask • Docker
Godot • Bootstrap • Android Studio
Google Cloud Platform

PROFESSIONAL EXPERIENCE

SparkCognition

Winter Break Intern

January 2021

- Worked with team of 4 to provide quality assurance for DeepNLP software product
- Automated information retrieval and document classification on large, unstructured datasets
- Presented metrics based on AI's performance accuracy and provided feedback on user experience

PROJECTS

Cooking Crescendo [🔗](#)

July 2021

2D cooking rhythm game for Rhythm Game Jam 2021

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

Above Earth [🔗](#)

January 2021 – May 2021

Web application that informs users on space expeditions

- Designed RESTful API that supports filtering, sorting, searching, and pagination
- Scraped data from multiple external APIs
- Developed frontend via **ReactJS** and backend via **Flask** with database in **MySQL**
- Deployed on **Amazon Web Services**

Mina's Homebody Adventure [🔗](#)

October 2019 – March 2020

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

- Developed in **Unity** and use built-in version control: **Unity Collab**
- Scripted player-enemy interactions, dialogue system, UI/UX elements, and sliding puzzle minigame in **C#**

Sketch Art [🔗](#)

May 2019 – August 2019

Android application that displays art references while users draw

- Designed UI/UX using **XML** in **Android Studio**
- Implemented picture selection, drawing, and save functionalities in **Java**
- Deployed APK to the Google Play store
- Reached 1K+ downloads in 176 countries/regions