Ploy Wandeevong

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EDUCATION

University of Nevada, Reno — Reno, NV
Bachelor of Science in Computer Science & Engineering — Aug 2022 - Expected May 2026
Cumulative GPA: 3.9
Relevant Coursework: Data Structures, Object-Oriented Programming, Analysis of Algorithms, Embedded Systems Design

WORK EXPERIENCE

LionDragon Studio Inc — Reno, NV
PackSTEM Software Developer Intern — Jan 2024 - May 2024

- Developed and launched the Minimum Viable Product (MVP) for a children's language-learning mobile app using **Unity** and **C#**
- Designed and built key features such as multi-language support, main menu navigation, and gameplay algorithms, leveraging a strong understanding of **Data Structures** and **Object-Oriented Programming** principles
- Independently spearheaded programming tasks including testing/debugging after achieving proficiency with project goals and codebase

UNR University Tutoring Center — Reno, NV
Math Tutor — Sep 2023 – Jan 2024

- Conducted 3+ weekly tutoring sessions with college students in Calculus I and Calculus II
- Employed effective communication and problem-solving skills to facilitate learning

PROJECTS

Personal Website — Aug 2024

- Developed a personal website with responsive design using **ReactJS**
- Leveraged core React concepts such as components, props, and state management

Arduino Swamp Cooler — May 2024

- Designed and built a cooling system using an **Arduino ATmega2560**
- Integrated components including a water level sensor, DHT11 temp/humidity sensor, LCD display, and LED indicators with control buttons using interrupts
- Implemented functionality to monitor water level and temperature to trigger several state transitions, using ADC for sensor readings

ACM's Biggest Little Hackathon Winner, "Auralys" — Apr 2024

- Built a web application in a 5-person team that enabled users to generate and save Spotify playlists based on prompts using **Next.JS**, **Flask**, and **Python**
- Awarded 1st place in the App Development category in a 36-hour hackathon
- Integrated the **OpenAI API** for query handling and Python's Spotipy library for Spotify API access
- Designed and implemented the frontend interface using Next.JS

ACM's Biggest Little Hackathon Winner, "Ping Pong" — Apr 2023

- Collaborated in a 3-person team to develop a Ping Pong game application using **C++** and **Object-Oriented Programming** during a 36-hour hackathon
- Implemented a start menu, gameplay mechanics, customization options, and user-controlled and AI player movement
- Utilized Raylib library for 2D rendering and game design

ADDITIONAL

Technical Skills: C, C++, HTML, CSS, JS, C#, React
Technologies: Github, Visual Studio Code, Unity, Xcode,