

Ploy Wandeevong

Reno, NV | ployprim9@gmail.com | <https://ployw.github.io/>

EDUCATION

University of Nevada, Reno

Bachelor of Science in Computer Science & Engineering

Cumulative GPA: 3.9

Relevant Coursework: Data Structures, Object-Oriented Programming, Analysis of Algorithms, Embedded Systems Design

Reno, NV

Aug 2022 - Expected May 2026

WORK EXPERIENCE

LionDragon Studio Inc

PackSTEM Software Developer Intern

Reno, NV

Jan 2024 - May 2024

- Developed and launched the Minimum Viable Product (MVP) for [Little Turtle Match](#), a children's language-learning mobile app built with **Unity** and **C#**
- Established and optimized gameplay algorithms, such as multi-language support and main menu navigation, to improve usability
- Spearheaded testing, debugging, and collaborative code reviews to improve user experience and codebase optimization
- Coordinated with the development team and project manager to brainstorm and establish project goals and utilize a task-tracking system to streamline project development

PROJECTS

Note Pals

Aug 2024 - PRESENT

- Created an interactive message board application with **React** and **Node.js**, allowing users to easily customize and share notes
- Developed RESTful API endpoints using Node.js, facilitating seamless data operations such as creation, retrieval, and searching within a **MySQL** database
- Implemented backend integration with a responsive user interface built with React

Personal Website, <https://ployw.github.io/>

Aug 2024

- Launched a personal website with responsive design employing **React**, **JavaScript**, and Github Pages
- Incorporated foundational React components such as components, props, routes, and hooks

ACM's Biggest Little Hackathon Winner, "Auralys"

Apr 2024

- Engineered a web application in a 5-person team that generates personalized Spotify playlists based on user prompts using **Next.js** and **Flask** within a 36-hour hackathon
- Awarded 1st place and the People's Choice Award in the App Development category
- Integrated the **OpenAI API** with the **Spotify API** to create a query-handling system that streamlined the retrieval of music tracks
- Managed the implementation of an interactive 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** within a 36-hour hackathon
- Implemented an interactive start menu with customization options
- Designed engaging game mechanics using the Raylib library such as player and machine-controlled movement

ADDITIONAL

Languages: C, C++, JavaScript, C#

Skills: HTML, CSS, React, Git, MySQL, Node.js, Git, Visual Studio Code, Unity, Xcode