Ploy Wandeevong

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

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#,** Little Turtle Match App
- 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
- Spearheaded programming tasks including testing/debugging after achieving proficiency with project goals and codebase

PROJECTS

Note Pals — Aug 2024

- Built a full-stack application using React, Node.js, and MySQL that allows users to customize, post, and search for notes on a message board
- Implemented RESTful API endpoints in **Node.js** to handle operations such as creating, retrieving, and searching for data within a **MySQL** database
- Integrated backend with a responsive user interface built with **React**

Personal Website, https://ployw.github.io/ — Aug 2024

- Developed a personal website with responsive design using **React** and **JS**
- Leveraged foundational React concepts such as components, props, routes, and hooks

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 to utilize the **Spotify API**
- 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: Git, Visual Studio Code, Unity, Xcode, MySQL, Node.js