

# QUINCY THAI

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## EDUCATION

### University of California, Berkeley

Bachelor of Arts in Computer Science

**Expected Graduation: May 2025**

Berkeley, CA

### Chabot College

Associate of Science in Math & Physics

**Jan 2022 - May 2023**

GPA: 4.0

## COURSEWORK

- Structure and Interpretation of Computer Programs
- Data Structures & Algorithms
- Foundations of Data Science
- Full Stack Development

## EXPERIENCE

### Chabot Game Lab

**August 2023**

Staff Leader

Hayward, CA

- Mentored 20 underserved middle/high school students in a hands-on game design program. Promoted peer bonds and team facilitation to a 97% success rate with 62 students. (75% of students are from historically marginalized groups)
- Instructed groups on 2D Game Development environments, tabletop game design, UX/UI, and troubleshooted PCs
- Facilitated group discussions, designed learning environments for [interpersonal] SEL skills, gave student feedback

### Silicon Valley Education Foundation

**May - Jul 2022 & 2023**

Teaching Assistant

San Jose, CA

- Facilitated group learning of 40+ middle school students about block-code programming (Scratch) and Microbit hardware
- Delivered lectures, deconstructed coding concepts and taught best practices, troubleshooted software and hardware bugs
- Created Google classroom, posted curriculum daily, and collaborated with program coordinator to distribute supplies

## PROJECTS

### GroupFinder | React, Vite, ChakraUI, Node.js, Express.js, SQLite, Auth0, JavaScript

- Founded and led development of web app facilitating students in creating/joining project groups for university courses
- Championed frontend development process by conducting research on UI/UX, creating intuitive designs using Figma, and implementing components in React with ChakraUI
- Utilized SQLite for storage of group information/contact details, integrated Auth0 for user authentication, and employed Node.js and Express.js for frontend-to-backend connectivity
- Showcased proven ability to ideate and translate concepts into real-world solutions to address practical challenges

### Build Your Own World | Java

- Developed game with world generation of rooms/hallways, and avatar and enemy pathfinding using A\* graph traversal
- Led algorithm design and iteratively refactored code for modularity, simplicity, and efficiency
- Engaged in extensive algorithm research and experimentation to overcome challenges like complexity in development
- Managed project deadlines effectively and efficiently onboarded team through documentation and intuitive compartmentalization

### Wordnet | Java, HTML, CSS, JavaScript

- Developed system for visualizing word hyponym relationships by implementing graph traversals and leveraging database of word history and popularity
- Demonstrated mastery of software engineering principles: modular/scalable classes & methods, efficient data structures, strategic programming

### Green World | HTML, CSS, Node.js, Three.js, React, Framer, OpenAI, Vercel

- Created educational app using 3D models of renewable energy systems and ChatGPT responses
- Led UI/UX development: HUD, player movement, element positioning, color scheme, art style
- Prompt engineered OpenAI API to create response catered to younger audience and user choice
- Won third place and most innovative award for Diablo Valley College's 2023 Hackathon

## TECHNICAL SKILLS

**Languages:** Java, Python, C++, HTML, CSS, JavaScript, SQL

**Technologies/Frameworks:** GitHub, Git, React, Tailwind CSS, ChakraUI

**Design:** Adobe Photoshop, Adobe After Effects, Gravit Designer/Adobe Illustrator, Figma