# **QUINCY THAI**

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## **SUMMARY**

Newly transferred student seeking hands-on experience in software development. Motivated and disciplined, learning about modern programming practices everyday. Very excited about growth alongside teammates.

## **EDUCATION**

**University of California, Berkeley** 

Bachelor of Arts in Data Science

Chabot College Jan 2022 - May 2023

Associate of Science in Math & Physics GPA: 4.0

## RELEVANT COURSEWORK

Structure and Interpretation of Computer Programs

- Object Oriented Programming
- Data Structures & Algorithms
- Computer Organization and Assembly Language Programming

#### 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**

## **Calculator** | *HTML*, *CSS*, *JavaScript*

quincythai.github.io/calculator/

**Expected Graduation: May 2025** 

Berkeley, CA

- Developed fully functional calculator with dynamic display and error handling
- Designed an intuitive, minimalist user interface catering to each digit and operation, following best practices for web design
- Leveraged MDN documentation to overcome design challenges like keyboard support
- Demonstrated ability to use debugger to resolve logic errors

## **Etch-a-Sketch** | *HTML*, *CSS*, *JavaScript*

quincythai.github.io/etch-a-sketch/

- Created sketchpad web app with resizeable grid and color wheel using DOM manipulation in JavaScript
- Analyzed documentation and online resources to quickly learn and implement eventListeners and address special cases

# **Bears, Bees, Honey** | *HTML, CSS, JavaScript*

# quincythai.github.io/bears-bees-honey/

- Created school-themed rock, paper, scissors game based on company's design standards and color palettes
- · Handled user click events, tracked score/rounds + display winner, and responsive choices based on winner
- Implemented ability to restart game and respective logic

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

github.com/pluffpenguin/Green-World

- Created a web app with 3D models to educate teens about clean energy
- Drafted designs for structure including player movement and user interface/GUI
- · Collaborated and communicated clearly alongside 3 teammates using Notion and GitHub
- Won third place overall and most innovative award for Diablo Valley College's VikingHacks 2023 Hackathon

# YouTube Homepage Replica | HTML, CSS

# github.com/quincythai/youtube-replica

- Created YouTube homepage replica with all of its features: sidebar, search, icons, video previews
- Implemented CSS techniques: Nested layouts, flexbox, grid, and position to create professional user interface
- Showcased ability to work independently and meet project deadlines, demonstrating a strong work ethic and self-motivation.

#### **TECHNICAL SKILLS**

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

Technologies/Frameworks: GitHub, Git

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