

Richard Dao

Computer Science and Engineering @ UC Santa Cruz

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Attending UC Santa Cruz for Computer Science. I am a fast learner, an obsessed programmer, and an experienced public speaker
7+ years of programming experience in 10+ languages
2 Years of National Parliamentary Debate
2 Years of private Chess Tutoring and Teaching

Professional Experience

Chess Coach

Private Chess Tutor, Moraga, California,
United States | January 2020 - Present

- Private tutor for beginner and intermediate Chess players
- Structured lesson plans, lectured intermediate Chess theory, and provided exams for clients, working mainly with prospective elementary and middle school players
- Managed and organized lesson times with clients and presented open communication of the learning process and session expectations

Education

Bachelor of Science in Computer Science

University of California, Santa Cruz at
Santa Cruz, California | 2021 - 2025

- Current undergraduate at UC Santa Cruz majoring in Computer Science
- Previous Coursework: CSE 30, CSE 12/L, MATH 19B, AM 10
- Planned Coursework: CSE 13/S, CSE 16, AM 30, ECE 30

High School Diploma

Campolindo High School at Moraga,
California | 2017 - 2021

- Graduated 2021 with 4.4 GPA, 1460 SAT,
- AP Scholar with Distinction, CSF and CIF Scholar, Founder of the Campolindo Hackathon Club

Key Skills

- Main Programming Languages: Python, Java, JavaScript, C++/C
- Languages: English (Native Speaker), French (Limited Speaking/Read/Write), Vietnamese (Limited Speaking)
- Proficiency in: Unix Systems, Git version control, Google Firebase, Electron

Projects

Video Chat App - <https://github.com/richard-dao/FirebaseRTC/releases/tag/v1.2>

- Used WebRTC with Google Firebase platform to create a one-on-one video chat app
- Deployed as a Desktop application using Github's Electron framework

Personal Website - <https://richard-dao.github.io/>

- Used HTML, CSS, and JavaScript/JQUERY to create a front-end portfolio website
- Worked with Bootstrap framework to create cross-platform friendly website

Live Multiplayer Tic-Tac-Toe Game - <https://github.com/richard-dao/Firebase-Tic-Tac-Toe>

- Used JavaScript and Google Firebase platform to create a live tic-tac-toe game
- Implemented standard game waiting queue and elo rating/ranking system

Data Structure Implementations in 3 Languages - <https://github.com/richard-dao/Data-Structures-Practice>

- Self-taught basic data structure implementations and algorithms in Python, Java, and C++
- Includes: Stacks/Queues, Linked Lists, Binary/B-Trees/Heaps, Weighted/Unweighted Graphs and all the major applicable algorithms for each data structure (traversal, insertion/deletion, reversal, etc.)