

Richard Phong

281-777-6437 • richard.phong424@gmail.com • <https://github.com/rphong>

EDUCATION

University of Houston | Bachelor of Science in Computer Science

Expected May. 2025

- GPA: 3.8/4.0

CLUBS

CougarCS Club member

- Career based CS club focused on assisting members with CS related fields/backgrounds
- Assisted peers with CS-related work through a tutoring program

CodeCoogs Club member

- Participated in bi-monthly programming competitions hosted on codeforces to practice for ICPC
- Assisted in weekly workshops held to teach programming concepts such as sliding windows and linked lists
- Promoted interpersonal relationships within team members as part of the team lead

PROJECTS

Tetris Remake | Demo: <https://www.youtube.com/watch?v=2BYDtIlyyA98>

Dec. 2021

Unity | C#

- Created an NES-styled Tetris using unity as a personal project
- Implemented a scoring system and SFX from the original NES Tetris

League of Legends Website |

Feb. 2022

EJS | CSS | Express | NodeJS

- Used Riot API to create a website based on the video game “League of Legends,” which takes in user data from the API and gives ban suggestions(*which champions/characters to ban*) to address their weaknesses according to their previous games as a personal project
- Utilized EJS to display the data retrieved through fetch API

TAMUHack 2022: NFTEach | Devpost: <https://devpost.com/software/nf-teach-engaging-video-conferencing>

Feb. 2022

HTML | CSS | Vite | JS | WebRTC | Google Cloud Vision API

- Created a way to track user engagement in video conferencing environments as a hackathon project
- Tracked user engagement by sending screen captures with webRTC at set intervals to the Vision API, which analyzes the images and detects facial expressions
- Quantified the engagement level of a lecture or meeting by keeping track of “happy” facial expressions, allowing the host to use this metric to help judge the quality of the lecture/meeting
- Awarded **1st place** for **Best Use of Google Cloud API**

SKILLS

Languages: Java, C++, Javascript, HTML, CSS

Tools: Unity, Git/Github

Frameworks/Libraries: Express, React, EJS, WebRTC