Richard Phong

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EDUCATION

University of Houston | Bachelor of Science in Computer Science Expected May 2025
- GPA: 3.9

EXPERIENCE

NASA (KBR) - Software Developer Intern April 2022 - Present
HTML | CSS | JS | JQuery | C# | ASP.NET *Johnson Space Center, TX*
- Refactored code for Emergency Simulator, an ASP.NET-based program used to train astronauts boarding the ISS.
- Implemented OOP and modern C#/JS best practices, reducing file sizes by upwards of 1MB and **improving script speed by over 5x.**
- Utilized the refactored program as the base for a new AGA(Anomaly gas analyzer) program.

PROJECTS

Tetris Remake | [Demo (YouTube Link)](#) 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 | [Demo (YouTube Link)](#) Feb. 2022
EJS| CSS | Express | NodeJS
- Used Riot Games 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 Link](#) Feb. 2022
HTML | CSS | 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**

Froggie Adventures | [Demo (YouTube Link)](#) May. 2022
Unity | C#
- Created a 2-D procedurally generated platformer, leading a team of 3 as a club project
- Designed a random layout generation system, progressional difficulty, SFX system, point system, and game menus

CLUBS

CougarCS - Member
- Career-based CS club focused on assisting members with developing a professional background/establishing connections

CodeCoogs - Intern(Pseudo Officer)
- Assisted in hosting bi-monthly competitions on code forces by choosing problem sets and explaining solutions
- Represented UH at the International Collegiate Programming Contest on a team of 3 in division 1

SKILLS

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

Tools: Unity, Git/Github, Blender

Frameworks/Libraries: Express, React, EJS, WebRTC, Sass, JQuery, .NET