Richard Phong

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EDUCATION

University of Houston | Bachelor of Science in Computer Science   Expected May 2025
- GPA: 3.8

CLUBS

CougarCS - Member
- Career based CS club focused on assisting members with CS related fields/backgrounds

CodeCoogs - Member
- 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

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 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**

SKILLS

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

Tools: Unity, Git/Github

Frameworks/Libraries: Express, React, EJS, WebRTC, Sass