Tri Xuan Dao

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Objective

Seeking for an internship opportunity in an organization where I can fully utilize my skills and knowledge to contribute to the success of a company

Education

University of California, Irvine – *Irvine, CA* 09/2016 – Current

- **Current GPA:** 3.95
- **Bachelor Degree in Computer Science** **expected 06/2018*
- **Deans Honor List:** Fall 2016 – Winter 2017

Orange Coast College – *Costa Mesa, CA* 08/2013 – 05/2016

- **Overall GPA:** 3.80
- **Associate in Science of Computer Programming**
- **Certificate of specialization**
  I. C++ Programming
  II. Computer Information System- Computer Programming
  III. Computer Information System- Business Application Development
- **Dean's List**: Fall 2013, Spring 2015
- **President's List**: Fall 2014, Fall 2015 – Spring 2016

Technical Skills

Programming Language

- **Familiar**: Java, C++, SQL, JavaScript, HTML, CSS, Python.

Software

- Microsoft Access, Eclipse, Visual Studio, and MySQL Workbench.

Highlight Coursework

Software Engineering – *Orange Coast College* Spring 2016

- Worked in a team of six to design and implement a point of sale and inventory tracking system for an imaginary bookstore
  - Designed the database and incorporated it into UI front-end
  - Successfully developed a working prototype for a bookstore system
- Learned to analyze the system and user requirements
- Written and compiled detailed documentations as well as giving an oral presentation on the system
- Learned different methods and techniques in a software development process to deliver quality applications software

Data Structures – *Orange Coast College* Fall 2015

- Learned many different types of algorithm and data structures
  - Implemented linked lists, trees, graphs, hash table, recursion, search and sorting algorithm
- Gained a deeper understanding toward data abstraction and algorithm analysis
- Used Big-O analysis to understand the performances and complexity of an algorithm

Personal Projects

Paddle Catcher - Android Game App

In a way, the game is similar to pong, where the user has to control the paddle to keep the red ball from hitting the ground. However, for this game, the user is requiring to do more. With the paddle, the user also needs to catch the falling blue dot, preventing the blue surface from rising which can make it more difficult to keep the red ball off the ground. But, don't worry, the height of the blue surface will reset after the user achieves a certain score. Lastly, beware as the red ball direction might change if it hit a blue dot.

Jumpy Box - Android Game App

With a simple tap on the screen to control the box, the game is easy to play. However, it is difficult to master. In the game, the main purpose is trying to obtain the highest score by continually jumping on top of those fast-moving bars, ensuring that the box will not crush by them. Also, beware of the red ball as the game could end if it hit the box.

Sudoku Solver - Console App

Implementing in C++, this application enable the user to quickly solve and display the solution for any Sudoku problem set, even for the most difficult one.

GPA Calculator – Web App

Using HTML, CSS, and JavaScript, I have developed an easy to use and a responsive web app to help calculate and compute the current GPA for a given set of classes for the semester/quarter.