Christine Do

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EDUCATION

University of Houston — Houston, TX
Bachelor of Science in Computer Science, Minor in Mathematics - GPA: 3.8 — *May 2024*
Relevant Coursework: Data Structures, Algorithms, Operating Systems, Data Science, Machine Learning, Database Systems, Computer Networks, Discrete Mathematics, Statistics

PROJECTS

Talket Out | *React, TypeScript, MongoDB, Tailwind CSS, Node.js, Express* — Nov 2024 – Jan 2025
- Engineered a **real-time MERN** chat application with secure user authentication and authorization, ensuring safe login and registration processes
- Implemented **CRUD** operations for user profile management, enabling updates to personal information and message handling
- Optimized the responsiveness mobile-first design, improving user experience across devices by **20%** and ensuring consistent functionality
- Established a password strength validation system, driving **95%** compliance with stronger passwords and improving security

Furnish | *React, TypeScript, CSS* — Sept 2024 – Nov 2024
- Built a responsive e-commerce website using **React**, featuring advanced search and filtering systems, improving navigation and reducing bounce rate
- Integrated state management using React Hooks to ensure smooth UI updates and efficient data flow, reducing unnecessary re-renders and improving performance by **20%**
- Parsed and rendered **JSON** data to display key attributes such as price, description, and images for a smooth and efficient content delivery
- Generated a dynamic product selection system incorporating quantity adjustments, subtotal calculations, and automated price updates

Pebbles Goes to Penguin Prison | *Godot* — Aug 2023 – Dec 2023
- Developed and optimized core gameplay systems in Godot using **GDScript**, including dynamic tilemaps, AI-driven enemy spawns, and advanced inventory mechanics, enhancing user experience by **15%**
- Collaborated with a team of **8** developers, driving the integration of key features and maintaining high-quality standards, contributing to the on-time delivery of the project within tight deadlines
- Designed and implemented game menus (intro, pause, settings) with parallax effects and fluid transitions, resulting in a **25%** increase in user engagement and improved visual appeal
- Created custom shaders and refined scene transitions, optimizing game performance by **8%** while delivering enhanced visual effects that strengthened storytelling and gameplay immersion

EXPERIENCE

AI Search Quality Analyst — Nov 2022 – Present
TELUS Digital — *Remote*
- Enhanced search engine **algorithms** by analyzing **5,000+** search results monthly, leading to a **20%** improvement in query relevance and user satisfaction
- Conducted comprehensive quality control assessments on search outputs, identifying patterns and inconsistencies to increase result precision
- Evaluated social media content across multiple platforms, improving content classification accuracy by **15%** through AI model feedback
- Contributed to machine learning model training by annotating data and assessing query accuracy, supporting the development of more precise recommendation algorithms

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, C++, HTML/CSS, SQL, R
Frameworks/Libraries: React, Tailwind CSS, Node.js, Express, Next.js, jQuery, Flask
Developer Tools: Git, MongoDB, Postman, VS Code, RStudio