Thy Ngoc Oanh Do

thydo@asu.edu • github.com/thydo • linkedin.com/in/thy-do

SOFTWARE ENGINEER

First-generation Computer Science graduate, pursuing an accelerated master's degree at ASU. Former SDE Intern for TIAA. Grace Hopper Conference 2021 scholarship recipient and attendee. Currently learning about Computer Vision in Robotics. Looking for full-time SDE positions. VietNam to United States immigrant.

EDUCATION

Master of Science in Computer Science   Graduating *May 2023*
Arizona State University, Tempe, AZ   GPA *3.5/4.0*

Bachelor of Science in Computer Science   Graduated *May 2022*
Arizona State University, Tempe, AZ   GPA *3.6/4.0*

TECHNICAL SKILLS

Programming: C/C++, Python, Java, C#, Bash, SQL, SQLite, Assembly, Scheme, Prolog
Tools: Unity, Git, Android Studio, SoapUI, Adobe XD, Figma, GDB, Visual Studio, Microsoft Office Suite
Concepts: Data Structures and Algorithms, OOP, QA, DataVis, ML, CyberSec (Shellcoding, Rev, ROP)

PROFESSIONAL EXPERIENCE

TIAA Retirement Services: Technology Summer Associate   *May 2022 - Aug 2022*
Interned for the internal archiving team focused on migrating and testing services using Java and SoapUI.
- Prototyped a Microsoft Teams chatbot search engine using Python and SQL with a focus on accessibility.
- Wrote a Java parsing script applying regex verifying service integration, tested microservices via SoapUI.
- Proposed a financial literacy product during company Hackathon. Used Figma to layout UI/UX for demo.

ASU

▷ **Graduate Teaching Assistant - Introduction to Engineering**   *Aug 2022 - Present*
   Aided instructors in cultivating engineering mindset, processes, and practices to STEM undergraduates.
   - Taught students communication and collaboration with pathfinding project using MinecraftEDU.
   - Developed leadership skills by leading lectures and exercises during an extended professor absence.
   - Graded assignments and provided feedback to students, encouraging innovative thinking.

▷ **Immersive Creation Studio, Meteor Studio**   *Jun 2021 - Jun 2022*
   Collaborated with ASU partners (Starbucks, Dreamscape Immersive) on various projects in a campus lab.
   - Developed front and backend for a 4D datavis tool in Unity to analyze user interaction with VR apps.
   - Created experimental projects in Unity, e.g. a multiplayer app on HoloLens with Bing Maps integration.
   - Successfully designed multiple apps using Adobe XD and implemented prototypes using Unity UI.

▷ **Undergraduate Teaching Assistant - Intro to Programming Languages**   *Aug 2020 - May 2022*
   Introduced students to programming paradigms via C/C++, Scheme, and Prolog.
   - Ensured students fully grasp course materials via review sessions and weekly office hours.
   - Taught basic debugging skills (breakpoints, step-through, interpreting real-time outputs).
   - Constructed a remote communication framework for 400+ students via Discord and email during COVID.

PROJECTS

Software Security: Android Application Security Analysis   *Nov 2022*
- Created an Android mobile application with built-in notifications and an interactive user database.
- Trained machine learning models to identify malware through analyzing permission usage in manifests.

Visual Media REU: Unity Rendering Pipeline Research   *Jun 2021 - Aug 2021*
- Developed a thesis on the performance of Unity rendering techniques and pipelines on HoloLens.
- Wrote C# scripts implementing point clouds datavis and benchmarked performance on device.

ASU Capstone: Digital Twin City   *Aug 2021 - May 2022*
- Designed and implemented a virtual reality environment displaying interactive 3D maps with Unity.
- Integrated map database (Esri ArcGIS) allowing real-time map streaming and data visualization.

TODO
mention cse 466 (?)
apply to boeing
update linkedin
print hard copies