

TINA VU

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EDUCATION

University of Virginia

Bachelor of Arts: Computer Science, Minor: Mathematics

Charlottesville, VA

Graduation: May 2026

- GPA: 3.75 / 4.00
- Relevant Coursework: Computer Systems & Organization, Data Structures & Algorithms I & II, Discrete Mathematics, Multivariable Calculus, Software Engineering, Software Development Essentials

EXPERIENCE

Code for Charlottesville

Volunteer

Charlottesville, VA

July 2023 – Present

- Develop an automated pipeline to integrate quarterly updates from the WILD-ONE database into the ArcGIS framework, ensuring regular data updates to the Wild Virginia StoryMap with minimal manual intervention
- Build a mapping application using WCV Collision Data and Wild Virginia's ArcGIS to visualize wildlife collision hotspots, filter by variables, and display statistical summaries

University of Virginia

Undergraduate Research Assistant

Charlottesville, VA

September 2023 – December 2023

- Researched multivariate multipoint evaluation techniques—Hasse derivatives, Hermite interpolation, Kakeya sets to apply to and enhance efficiency of DEPIR (Doubly Efficient Private Information Retrieval)
- Authored a report on multivariate techniques with integrated examples for broader comprehension

League of Women Voters

Digital Marketing Intern

Fairfax, VA

December 2021 – May 2022

- Created and uploaded infographics to various social media platforms with voting directions and guidance
- Researched and presented local law amendments and present-day influences of the suffrage movement
- Registered local high school students, college students, and community center members to vote

PROJECTS

Course Reviews Application

Java, JavaFX, Git, Github, SQLite

April 2024

- Developed a file-based SQLite database system based on user input
- Designed a user-friendly GUI enabling users to log in, find, and write course reviews

Flappy Bird

Python, UVAGE Gamebox

May 2023

- Implemented core game mechanics including player controls, collision detection, and scoring systems
- Designed and integrated graphics assets, including character sprites and background elements

SKILLS

- **Languages:** Python, HTML/CSS, JavaScript, Java
- **Developer Tools:** IntelliJ, PyCharm, Git, Github