

Tony Ngo

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EDUCATION

The University of Texas at Austin | Austin, TX May 2025
Bachelor of Science in Computer Science
GPA: 3.85
Relevant Coursework: Data Structures, Operating Systems, Algorithms, Principles of Machine Learning

North Central Texas College | Gainesville, TX May 2021
Associate of Science in General Studies
GPA: 3.94

SKILLS

Technical / Computer Skills: Proficient in Java, Unity2D/3D Game Engine; Intermediate in C#, Python, C, Clojure;
Exposure to JavaScript, HTML, CSS, Microsoft Office
Tools: Git, Visual Studio, Visual Studio Code, Eclipse, PyCharm, C-Lion, IntelliJ
Languages: Conversational Vietnamese

EXPERIENCE

Beyond Burrito | Austin, TX September 2021 – December 2021
Student Assistant

- Catered to a variety of customer needs in a fast-paced environment and delivered quality service.
- Collaborated with team members to dynamically modify menu items in response to customer preferences.
- Processed an average of \$2,000 in daily customer transactions.

NASA VIPS | Lewisville, TX June 2021 – August 2021
Summer Coach

- Coached high school students in critical thinking through NASA HUNCH projects.
- Collaborated with peers to enhance projects with NASA engineer feedback.
- Ensured seamless cross-team cooperation with fellow coaches.

PROJECTS

Sisyphus Simulator | C# July 2023 – Present

- Created a visually engaging 3D role-playing game using C#, showcasing proficiency and interest in game development.
- Took full ownership of the project, including concept development, coding, game mechanics design, and asset integration.
- Overcame technical obstacles and optimized game performance to deliver a smooth gaming experience.

Personal Website | HTML, JavaScript, CSS August 2023 – Present

- Designed and developed a personal website using HTML, JavaScript, and CSS, showcasing interest in web development and front-end technologies.
- Employed CSS to style and customize the website's layout, fonts, and colors, reflecting a modern and professional aesthetic.
- Continuously updating and maintaining the website to reflect the latest projects, skills, and achievements, showcasing a commitment to professional growth.

Artificial Gravity Training Simulator in Virtual Reality | C# August 2020 – May 2021

- Developed a training simulator to assist astronauts in visualizing a normal gravity environment in space.
- Coded the simulation and implemented user interfaces to make the simulation more realistic to achieve desirable results.
- Coordinated the efforts of designers, testers, and modelers to earn a finalist distinction in the NASA Hunch competition.

ACTIVITIES

Vietnamese Student Association | Member | Austin, TX August 2021 – May 2023

HONORS AND AWARDS

NASA HUNCH Finalist May 2021
University Honors December 2021 – Present