# TYLER VU

Tqvu29@gmail.com | (832) 243-2478 | https://www.linkedin.com/in/tyler-vu1/ | https://github.com/tqvu/Projects

#### **EXPERIENCE**

## Software Engineer Intern, USAA

Jun 2022 - Aug 2022

- Implemented continuous integration testing using JUnit
- Achieved up to 90% coverage on JUnit tests for assigned java classes
- Created API tests using Karate and Postman API

# Medical Technician, The University of Texas M.D. Anderson Cancer Center

Aug 2020 - May 2021

- Meticulously processed patients' samples according to their S.O.P
- Created, sorted, and distributed excel documents containing private patient information
- Managed and fulfilled incoming requests from nurses and doctors

#### **EDUCATION**

## University of Houston, Houston, TX

January 2021 - May 2023 (Expected)

Bachelor of Science in Computer Science

3.511 GPA

### **CORE COMPETENCIES**

Languages: C++, C#, Python, Java, HTML, CSS, JavaScript Testing Platforms: JUnit, Karate Testing, Postman API Testing

Tools: GitLab, GitHub, Visual Studio Code, Unity

#### **PROJECTS**

## Mock Website (HTML, CSS, JavaScript)

- Created mock website with functioning tabs that bring up relevant pop-up windows with transition animations
- Mock login function that accepts email and password, has a "remember me" check box, forgot password hyperlink, and submit button
- Integrated register function in login window to change fields to accept username, email, and password
- About and contact page containing hyperlinks to resume, LinkedIn account, and personal GitHub

## Calculator App (Python)

- Utilized Python's Tkinter library to create a calculator app with a graphical user interface
- Computes addition, subtraction, multiplication, and division operations with decimals

## Rouge Lite Video Game (Unity, C#)

- Used Unity platform to create a rouge lite video game using C# with 5 team members
- Implemented scripts for character's controls, properties, and interactions
- Implemented loading screen during scene changes, loading bar fills up based on loading speed
- Managed market manager, currency system, and character power ups