Duong Do

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EDUCATION

Smith College   Aug 2022 – Expected May 2026
Bachelor of Arts in Computer Science & Statistical and Data Sciences   *Current GPA: 3.5/4.0*

RELEVANT COURSEWORK

Courses: Intro to Computer Science, Data Structures (in progress), Object-Oriented Programming, Discrete Mathematics (in progress), Intro to Probability and Statistics, Computing with Data

PROJECTS

ONLINE CLASSIC GAMES | *JavaScript, HTML/CSS, Unix Shell, VS Code, GitHub*   June 2023 – Present
- Developed the back-end logic and front-end interfaces of 3 interactive classic games (Tic-Tac-Toe, Rock-Paper-Scissors, Etch-a-Sketch) using HTML, CSS, and JavaScript.
- In progress: Aim to create an AI opponent for Tic-Tac-Toe. Implement the MiniMax algorithm to evaluate optimal next moves according to three difficulty levels (easy/medium/hard) in under 1 second for a fluent gameplay experience.

VANITY | *JavaScript, HTML/CSS, Unix Shell, VS Code, API, GitHub*   July 2023 – Present
- Created a wish-list web application for cosmetic products called "Vanity".
- Enhanced user experience by designing functional frontend features to add, edit, remove and organize items. Users could tag products, make categories, and add personal notes.

PIZZA HANGMAN | *Python, GraphWin tools, GitHub*   Dec 2022
- Developed a word guessing game called "Pizza Hangman" using Python and the Graphwin module, attracting over 100 active players upon the first day of launch during CSC110 2022's Game Fes.
- Designed 3 difficulty levels (Easy, Medium, Hard) correlated to frequency and time limit. Analyzed game data to optimize word banks, reducing guesses to find hidden letters by 15% on average across all difficulty levels.
- Enhanced the user experience by creating customized graphical elements and handling keyboard inputs through the Graphwin module, lowering input errors by players by 90% compared to an initial prototype based on feedback from user testing with 50 participants.

EXPERIENCE & LEADERSHIP

MARKETING INTERN | *Coolmate.me Inc*   June 2021 – Sep 2021

- Launched and increased Care&Share with Coolmate's Facebook follower count by 3,500 within 3 months through publishing optimized visual content.
- Analyzed demographic data to improve targeting of 36,000 impressions, converting 1,000 new subscribers on ecommerce platforms.
- Participated in seasonal campaign strategies and three thematic photo shoots per month executed across Facebook, Instagram, Shopee, Lazada and Tiki that boosted monthly website and ecommerce sales by 35% compared to previous year.

HEAD OF LOGISTICS | *English Performance '21*   Nov 2021 – May 2022

- Co-developed script for an annual musical organized by 100 students that attracted an audience of 600, as measured by ticket sales.
- Oversaw a team of 20 prop designers, coordinating efforts to develop 50 theatrical set pieces on a $3,000 budget. Customized lighting and sounds for 12 scenes. Outfitted 40 actors and dancers.

SKILLS

Languages: Java, Python, JavaScript, HTML/CSS, R/RStudio
Tools: Git/GitHub, Unix Shell (bash), VS Code