

UYEN T DINH

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OBJECTIVE	To obtain a software engineer intern in Spring and Summer 2019		
EDUCATION	Georgia Institute of Technology, Atlanta, GA Candidate for Bachelor of Science in Computer Science Threads: Infor-Internetwork and Media	2018 - 2020	
SKILLS	Java, Python, JavaScript, HTML, CSS, Angular, Adobe Premier Pro, Adobe Photoshop, Adobe Illustrator		
EXPERIENCE	VIP RESEARCH PROGRAM – BEE SNAP - Collecting and analyzing big data about bee-flower interactions on the Georgia Tech campus to support pollinator health - Developing mobile application using Unity	In process	
PROJECTS	Donation Tracker - Building an Android application to help non-profit organizations track donations of goods - Connecting donation centers to allow them to redistribute goods and to better help people in need find an item they are looking for Battleship game - Built a game which involves two players that are trying to sink each other's ships - Players take turns to guess on the opposing player's board - Each player has only one guess per turn. The game ends when a player hit all of their opponent's ship Music Player - Used JavaFX to build a GUI to read and play mp3 music files - Allows user to play, pause and search for specific songs PGN Reader - Used Rules of Chess to takes a single String argument which contains PGN-format and returns a String containing the game's final position in Forsyth-Edwards Notation	In process <	