VINCENT VUONG 🎓

(416)-822-3128 | vincentvvv.github.io | v22vuong@uwaterloo.ca

46-27 London Green Crt. | Toronto, ON. Canada | M3N 1K3

Education & Skills

Bachelor of Computer Science **University of Waterloo, Canada** **May 2015 – Present**

- Experience with: C#, C++, C, HTML, CSS, PHP, Ruby, Java, LaTex, AS3, Python
- Technologies: Photoshop, Flash, Grafana, Unity3D, Android Studio, MySQL, Excel

Professional Experience

Game Design (co-op) **DoublePlay Entertainment Inc.** **May 2016 – Aug 2016**

- Worked with lead artist and client to build a game from concept to completion. Built with **AS3** and **Flurry Analytics**
- Patched and implemented new features for a **HTML5** slots game
- Maintained marketing diagrams and sheets with **MySQL** and **Excel** macros
- Conducted research/ sought out to potential third party companies to help grow the company

DevOps (co-op) **Oracle Eloqua** **Sept 2015 – Dec 2015**

- Automated the retrieval of **TeamCity** build times to be displayed on a **Grafana** dashboard for identifying build steps that require optimization
- Optimized VM monitoring through automating the collection of usage data from VMs with **Sensu**, and **Graphite**
- Created a landing page to reduce manual VM information lookup with **HTML**, **PHP**, and **CSS**
- Maintained agile development through hot fix deployments, and resolved over 100 support tickets through **Jira**

Personal Projects – vincentvvv.github.io

Ninjax **Game Development**

- Developed a Platformer Game in **Unity3D** with **C#**. Learned OOP and object pooling to improve performance
- Created a NPC, inventory, and shop system through the use of **JSON** to store entity information

AvatarPulse **Android Development** kissmyapp.ca

- Worked with a partner to develop a prototype in **Android Studio**
- Awarded **200$** for making it into the **top 5 video pitches** for the application contest hosted by Osler Health

WorkIt **Rails Development**

- Learned **Ruby on Rails** through developing a platform to post work out logs

Hackathons

Hack the North **Web Development** **Fall 2016**

- Worked in a team of 3 to develop a social engineering Bounty Platform. Learned about cyber security and various social attacks, such as phishing. Built with **Django**, **Python**, and also **PagerDuty**(3rd party API)
- Won an award from **Domain.com** for the best domain name: bountyphish.com

Global Game Jam **Game Development** **Winter 2015**

- Worked in a team of 3 to develop a platformer game in **Unity3D**. Focused on level design, artwork, and UI
- Won the award for the "**Best Story-Line**"

Volunteer Experience

University of Waterloo **Orientation Leader** **Fall 2015 & Fall 2016**

- Lead/supervised events, drew over **50 portraits for a Caricature booth**, and cosplayed for the haunted house event

Interests and Hobbies

- **Interests:** Machine Learning, Virtual/Augmented Reality, Security, AI, Game Development, Mobile Development
- **Hobbies:** Volleyball, Ping Pong, Hairstyling, Sketching, Food, Weight Training, Anime, Lego