



VINCENT VUONG

3B Computer Science

 <https://github.com/vincentvvv>

 <http://vincentvvv.github.io>

 v22vuong@edu.uwaterloo.ca

Education & Skills

University of Waterloo

Waterloo, Canada. May 2015 – Present

- Candidate for Bachelor of Computer Science with Business option
- **Experience working with:** C#, HTML, CSS, PHP, Ruby, Java, LaTeX, AS3, Python, Swift, Kotlin
- **Technologies:** Photoshop, Flash, Grafana, Unity3D, Android Studio, MySQL, Excel, Sketch, Xcode

Professional Experience

Compass

Software Engineer (co-op)

New York, USA

Jan 2017 – April 2017

- Increased user engagement by 13% through patching bugs and implementing new features in Swift
- Worked directly with project manager, designer, and team to develop the Android Compass application in Kotlin
- Organized team outings, team sweat shirts, and also social events

DoublePlay Entertainment Inc.

Game Designer (co-op)

Toronto, Canada

May 2016 – Aug 2016

- Worked with lead artist and client to build a game from concept to completion with AS3 and Flurry Analytics
- Patched and implemented new features for a HTML5 slots game. Utilized Betable API for real-money gambling
- Created diagrams and sheets for marketing with MySQL and Excel
- Conducted research/ reached out to potential third party companies to help grow the company

Oracle Eloqua

DevOps (co-op)

Toronto, Canada

Sept 2015 – Dec 2015

- Automated the retrieval/parsing of build time metrics from TeamCity to be graphed and displayed onto Grafana for identifying build steps that require optimization
- Automated the collection of usage data from VMs through Sensu, and Graphite
- Deployed hot fixes, monitored VMs for Windows and Linux machines, and completed support tickets through Jira

Personal Projects

Broadway Lottery

Android Development

- <https://play.google.com/store/apps/details?id=com.vincentvuong.broadwaylottery>
- First on play store for the search query: "Broadway Lottery," with 200+ downloads and 500+ in app events

Ninjax

Game Development

- <http://vincentvvv.github.io/projects/ninjax.html>
- Developed a Platformer Game in Unity3D with C#. Used OOP and object pooling to improve in game performance. Also used JSON to store in game data.

AvatarPulse

Contest: kissmyapp.ca

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

Hackathons

Hack the North

Web Development

- <https://devpost.com/software/bountyphish>
- 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
- Won an award from Domain.com for the best domain name: BountyPhish.com

Global Game Jam

Game Development

- <http://globalgamejam.org/2015/games/destiny-drawer>
- Worked in a team of 3 to develop a platformer game in Unity3D. Focused on level design, artwork, and UX
- Won the award for the "Best Story-Line"

Volunteer Experience

Orientation Leader

University of Waterloo

Fall 2015 & Fall 2016

- Lead/supervised events, ran a Caricature booth, and cosplayed as a zombie surgeon for the haunted house event

Assistant Volleyball Coach

Weston Collegiate Institute

Winter 2014

- Ran drills, gave motivational speeches, and helped train the Jr. Girls' Volleyball Team at Weston Collegiate Institute

Interests & Hobbies

Interests

Hobbies

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