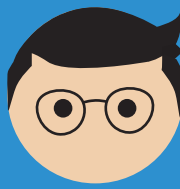


# VINCENT



# VUONG

4A COMPUTER SCIENCE

## CONTACT

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<http://vincentvvv.github.io> 

<https://github.com/vincentvvv> 

## EDUCATION

### UNIVERSITY OF WATERLOO

Waterloo, Canada. May 2015 - Present

Expected Graduation Date: Dec 2018

Bachelor of Computer Science with Business option

## SKILLS

Experience with :

Kotlin, Swift, C#, Python, Ruby,  
AS3, Java, LaTeX, HTML, CSS, PHP

Technologies :

Android Studio, Xcode, Flash, Grafana, MySQL,  
Unity3D, Sketch, Photoshop, Illustrator, Excel

## INTERESTS

Mobile Development,  
Game Development, Web Development  
Security, AI, Virtual/Augmented Reality

## HOBBIES

Volleyball, Ping Pong, Weight Training,  
Hairstyling/ Cutting Hair, Sketching, Food, Anime

## VOLUNTEER

### ORIENTATION LEADER

Univeristy of Waterloo

Fall 2015 & Fall 2016

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

### ASSIATANT VOLLEYBALL COACH

Weston Collegiate Institute

Winter 2014

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

## PROFESSIONAL EXPERIENCE

### YEXT

Software Engineer (co-op) | New York, USA

Sept 2017 - Dec 2017

- Full stack development using Play framework, Google Closure templates, and JavaScript
- Built out new features that were demoed at Yext Onward 2017 (<https://onward.yext.com/>)
- Integrated telemetry to track and display page/data load metrics on Grafana
- Refactored code base to speed up page load by 20%
- Maintained continuous integration through automated selenium and unit tests

### COMPASS

Software Engineer (co-op) | New York, USA

Jan 2017 - April 2017

- Worked directly with project manager, designer, and team to architect and build the Android Compass application in Kotlin
- Increased user engagement by 30%, and impacted over 1000+ real estate agents through implementing new features, and also through fixing bugs in Swift for the iOS Compass application
- Organized team outings, team sweatshirts, as well as social events

### DOUBLEPLAY ENTERTAINMENT INC.

Game Designer (co-op) | Toronto, Canada

May 2016 - Aug 2016

- Lead developer on a mobile game project for a client. Worked closely with lead artist to build the game from concept to completion with AS3 Flash, Illustrator and Flurry Analytics
- Implemented new features and patched bugs for a HTML5 slots game
- Created spreadsheets for marketing with MySQL and Excel for potential investors
- Conducted research and reached out to potential third party companies to help maximize DoublePlay's growth

## PERSONAL PROJECTS

### BROADWAY LOTTERY

Android Development

- <https://play.google.com/store/apps/details?id=com.vincentvuong.broadwaylottery>
- 5000+ downloads and 15,000+ in app events

### AVATAR PULSE

Contest hosted by Osler Health "kissmyapp.ca"

- Awarded \$200 for making it into the top 5 video pitches
- Worked with a partner to develop a Android MVP in Java

## HACKATHONS

### HACK THE NORTH

Web Development

- <https://devpost.com/software/bountyphish>
- Worked in a team of 3 to create a social engineering Bounty Platform 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
- Won the award for the "Best Story-Line"