

EDUCATION

University of California, Irvine (UCI)

Expected Graduation: 2024

- B.S. in Computer Science GPA: 3.75
- **Relevant Coursework:** Data Structures, Algorithms, Information Retrieval, Machine Learning

EXPERIENCE

Los Angeles Housing Department

Systems Student Worker

March 2022 – Present

Software Application Support Volunteer

October 2021 – March 2022

- Resolved issues with and built new features for the information management system used daily by the Billing Division
- Maintained report templates and batch jobs used to generate thousands of statements annually
- **Tools:** C#, SQL, SSRS, Azure DevOps, Jira, ServiceNow

PROJECTS

Peridian

April 2022 – June 2022

Lead Programmer

- Collaborated in a team of 11 students to develop a 2D action platformer for a UCI course project
- Led a group of 4 programmers; delegated and ensured weekly deliverables were completed on time
- **Tools:** C#, Unity, GitHub

YOUR Roguelike Adventure

October 2020 – April 2021

Programmer

- Collaborated in a team of 4 to develop a 2D roguelike shooter game for a research project on dynamic difficulty from the Laguna College of Art and Design (LCAD)
- Programmed random level generation and enemy behavior
- **Tools:** C#, Unity, GitHub

Salvation

June 2020 – October 2020

Solo Developer

- Developed a 2D Metroidvania game that advanced to the 2nd round of XPrize Connect's Code Games Challenge
- Created over 50 visual assets from scratch
- **Tools:** C#, Unity, paint.net

SKILLS

Languages: Limited working proficiency in Vietnamese

Software: C#, Python, C/C++, LATEX

Activities: Video Game Development Club