Cory Vo

Paul G. Allen School of Computer Science and Engineering Student
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Education

UNIVERSITY OF WASHINGTON (SEATTLE) **Seattle, WA**
Bachelors of Computer Science *Expected Graduation Date : June 2027*

- **Selected Coursework:** Java Programming, Object-Oriented Programming, Hardware/Software Interface, Data Structures and Parallelism, Technical Interview Prep, Discrete Math, Linear Algebra

Experience

Software Engineering Fellowship - (Incoming) **Seattle, WA**
Headstarter AI *July 2024 - Present*

- Developed a pantry management interface with real-time data synchronization, low-stock notifications, and expiration date alerts using React, Next.js, Material-UI, and Firebase
- Created a scalable chatbot using Next.js, OpenAI, AWS EC2, and Lambda to handle customer inquiries and provide accurate responses with fallback mechanisms
- Implemented a review platform for students to rate professors, utilizing embeddings for efficient search and vector databases for similarity-based retrieval, featuring a user-friendly interface with advanced filtering and sorting options

TIP 102 Teaching Assistant - (Incoming) **Seattle, WA**
CodePath Technical Interview Prep Course *Sep 2024 - Present*

- Facilitated breakout room discussions during class sessions, encouraging active participation and collaborative problem-solving among students
- Monitored Slack and Zoom channels to promptly assist with technical inquiries, ensuring a smooth learning experience and quick resolution of issues
- Conducted office hours to provide one-on-one support to students, addressing technical questions and clarifying course material to ensure comprehension and academic success

Volunteer Software Developer **Seattle, WA**
Street Grace *June 2024 - Present*

- Enhanced API functionality by expanding the data model and updating the controller to include operation names, enabling dynamic display of operation details on the front end

Allen School Scholar **Seattle, WA**
Paul G. Allen School *Aug 2023 - June 2024*

- Implemented responsive design on personal website to ensure optimal user experience across desktop and mobile devices of varying screen sizes and integrating audio functionalities and descriptive alternative text to emphasize accessibility
- Utilized JavaScript in AppLab to develop a Food Tracker App, enhancing user experience through intuitive UI design
- Executed hardware computing by creating a Trivia App that enabled input via buttons and switches on a circuit board

Math-Science-Leadership Program (MSL) **Tacoma, WA**
UW Tacoma *July 2022 - Aug 2022*

- Collaborated with a group of four to create a final project that proposed an engineering-related solution to addressing the homelessness issue during the pandemic
- Presented the final project to a panel of engineers and Washington State Health Officials at UW-Tacoma

Personal Projects

Huffman Code | Java **LINK**

- Implemented the Huffman coding algorithm for efficient data compression by constructing Huffman trees and counting character frequencies to generate efficient binary codes for each character to optimize file size and encoding speeds

Ciphers | Java **LINK**

- Created a multi-cipher encryption system incorporating Caesar shift, Caesar key, and substitution ciphers, enabling secure and flexible data encryption and decryption

Technical Skills

Languages: Java, HTML/CSS, JavaScript
Developer Tools: Azure DevOps, Github, VSCode, Eclipse, VIM