

Vincent Song

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Portfolio: <https://vsong15.github.io/>

EXPERIENCE

Teaching Assistant | University of Virginia | Charlottesville, VA January 2023 – Present

- Assisted in the preparation and delivery of course material for CS 2130, a foundational course in computer science. Topics include hardware design, data/process representation, command-line tools, and C coding.
- Provided personalized feedback to students on their assignments and projects, helping them improve their technical and problem-solving skills.
- Collaborated with faculty to create new approaches to teaching challenging concepts and led review sessions and office hours to support student learning.

Website Coordinator Intern / TRTCLE, Inc. / New York, NY August 2022 – December 2022

- Updated, added, and managed the data inputted for users on the front end for over 60 courses.
- Assisted with customer relationship management (CRM) system and team.
- Reviewed and analyzed the different types of courses and the information utilized in the system.

Programming Intern | Games for Love | Seattle, WA July 2020 – December 2020

- Organized a group of developers to develop a 2D game in C# using Unity game engine for large-scale VR project. Maintained source code through GitHub, Unity Teams, and shared Google Drive.
- Furthered game development by debugging code, creating objects, classes, and triggers for events in C#, assisted in level design, and collaborated and met deadlines with artists, developers, and music composers in Google Meet.

EDUCATION

University of Virginia, Charlottesville, VA Expected Graduation: May 2025

Bachelor of Science, Computer Science, GPA 3.805/4.0

- Relevant Coursework: Introduction to Computer Science, Data Structures & Algorithms 1, Computer Systems & Organization 1, Software Development Essentials, Competing with Artificial Intelligence, Humanoid Robots, Introduction to Data Science

West Springfield High School, Springfield, VA August 2017 - June 2021

- *Advanced Studies Diploma, UW GPA: 3.9, W GPA: 4.5, Honor Roll, AP Scholar Recipient*

SKILLS

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- **Languages**: Java | Python | C | x86 Assembly | HTML | CSS | JavaScript | C# | Ruby | Go | R
 - **Tools**: Visual Studio Code | Eclipse | Git | PyCharm | Unix/Linux | VIM | IntelliJ IDEA | Gradle | RStudio
 - **Frameworks**: React | Flask | Ruby on Rails

PROJECTS

Snippetbox, *Let's Go Book* by Alex Edwards January 2023

- A full-stack web application written in Go, featuring user authentication and authorization, CRUD functionality for text snippets, RESTful routing, middleware, MySQL database integration, SSL/TLS web server with HTTP 2.0, generated HTML via Golang templates, and CSRF protection.

Rube Goldberg Electronics, Gizmologists Club January 2022–May 2022

- Utilized Spin2 and Assembly created by Parallax to build a Rube Goldberg machine by creating stepper motor, LED display, and infrared sensor code and furthered debugging. Optimized code by reading through documentation and maintaining source control through GitHub repository and Command Prompt.

DevMatch, *Upskill Essential Web Developer Course Project* December 2021 – January 2022

- Implemented Upskill full-stack web application using Ruby gems, Ruby on Rails, HTML, CSS, JavaScript, Stripe and Heroku for creating routes, initialization and deleting of accounts, storing data in a database, designing web layout, and deployment.

CERTIFICATIONS

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- **Microsoft Certified: Azure Fundamentals**, Microsoft August 2022
 - **AWS Certified Cloud Practitioner**, Amazon Web Services (AWS) June 2022

AWARDS

1st Place Hack TJ 7.5 EastBanc: TransitIQ December 2020

- Developed Python applet using TransitIQ API to obtain data to identify transit times for metro buses in Houston, Texas, using Flask (Python web framework), HTML, and CSS for website frontend.