

Vincent Song

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[LinkedIn](#) | [GitHub](#) | Portfolio

EDUCATION

University of Virginia, Charlottesville, VA

Expected Graduation: May 2025

Bachelor of Science, Computer Science, GPA 3.743/4.0

- **Relevant Coursework:** Introduction to Computer Science, Data Structures & Algorithms 1, Computer Systems & Organization 1, Mathematics of Information, Multivariable Calculus, Competing with Artificial Intelligence, Humanoid Robots

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

Languages: Java | Python | C | x86 Assembly | HTML | CSS | JavaScript | C# | Ruby

Tools: Visual Studio Code | Eclipse | GIT | PyCharm | Unix/Linux | VIM

Frameworks: React | Flask | Ruby on Rails

RELEVANT EXPERIENCE

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 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.

Participant | Hack TJ 7.5 (Virtual) | Alexandria, VA

December 2020

- Attended and won hackathon with group members created by Thomas Jefferson High School for Science and Technology and sponsored by Eastbank Technologies using their TransitIQ API.
- 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

Video Game Design Team 3 Lead | Virginia TSA | Springfield, VA

May 2020

- Engaged with group members to create video game using Godot language (2D/3D game engine written in C/C++) with team members and documentation for Northern Virginia Regional Competition for Virginia Technology Student Association (TSA).

CERTIFICATIONS

- **Microsoft Certified: Azure Fundamentals**, Microsoft

August 2022

- **AWS Certified Cloud Practitioner**, Amazon Web Services (AWS)

June 2022

PROJECTS

Thai Shop Website, Personal Project

June 2022 – August 2022

- Constructed front-end webpage for local Thai grocery store using React frontend with JavaScript, CSS, and HTML to create routes and format components.

Rube Goldberg Electronics, Gizmoligists 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. Compromised with mechanical and computer/electrical subgroup when building and designing prototype.
- 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.