

VIVIAN DOAN

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📍 Fremont, CA 94538

Education:

University of California, Los Angeles (UCLA)

2017 – 2021 (expected)

Computer Science and Engineering, B.S.

Cumulative GPA: 3.356

Relevant Courses:

- Data Structures and Algorithms
- Introduction to Computer Architecture
- Software Construction Laboratory (*current*)

Skills:

- C++
- Java
- Python
- HTML
- CSS
- Git
- Unity

Projects:

NachenBlaster

Feb 2018 – March 2018

- C++ game written for Intro to CS II class using object-oriented programming

Super Savage Snowball Supreme ScrollerZ

Feb 2018

- Developed at Hack on the Hill IV (ACM at UCLA hackathon)
- Worked on game mechanics, character movement in Unity, C#

Zipper and Trunks

Jan 2018 – June 2018

- ACM Studio project in Unity 2D
- Produced some of the art and level design for the game

Experience:

CodeCoach – First Code Academy

Online Coding Instructor

Oct 2018 – present

- Teaching online classes in AppInventor and Python to elementary/middle school-aged students

explorettech.la (formerly TEALS Computer Science Fair at UCLA)

Content Director

June 2018 – present

- Lead a team focused on creating workshops and panels for a high school outreach event that aims to give students more exposure to technology

ACM at UCLA

Marketing Director

May 2018 – present

- Oversee all marketing and publicity efforts for the UCLA chapter of ACM
- Maintain ACM at UCLA's social media presence

TEALS Computer Science Fair at UCLA

Panels and Workshops Intern

April 2018 – June 2018

- *Organized an interactive workshop using Scratch to teach 250+ high school students about basic CS concepts such as loops and conditionals*