VIVIAN DOAN

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/vvndn

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Education:

University of California, Los Angeles (UCLA)
2017 – 2021 (expected)
Computer Science and Engineering, B.S.

Relevant Courses:
- Intro to Data Structures and Algorithms
- Introduction to Computer Architecture
- Software Construction Laboratory
- Programming Languages (current)

Skills:

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

Projects:

Arduino Car Oct 2018 – Dec 2018
- *Built an Arduino controlled car that used phototransistors to follow a path*

Cracked March 2018
- *Simple substitution cipher written in C++ using hash tables, vectors*

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#*

Experience:

CodeCoach – First Code Academy
Online Coding Instructor Oct 2018 – present
- *Teaching online classes in AppInventor and Python to elementary/middle school-aged students*

exploretech.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 *(Association of Computing Machinery)*
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*