Vincent Duong

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EDUCATION

University of Southern California   **May 2025**
Bachelor of Science, Computer Science   *Los Angeles, CA*
- Viterbi School of Engineering Deans List
- Relevant Coursework: Natural Language Processing (NLP), Algorithms & Theory of Computing, Operating Systems, Software Development (Web), Computer Networking, iOS App Development

TECHNICAL SKILLS

- **Languages:** Java, Python, Swift, JavaScript, C/C++
- **Skills:** Reverse Engineering; Docker Containers; NLP, Game Design, CAD Modeling, Cloud Server Management

PERSONAL PROJECTS

Ascendit   **Jul 2024 – Present**
Full Stack Development   *Los Angeles, CA*
- Developed indoor bouldering app to track and share route solutions, gain points, and join communities
- Integrated Django, Swift UI and Deep Learning libraries to facilitate bouldering route identification
- Designed a complex SQL database to connect users, bouldering gyms, routes, activities, and achievements
- Facilitated methods for users to share video solutions to unique routes and gain points within their community

Red Trainer   **Mar 2024 – Present**
Reverse Engineer / Backend Development   *Los Angeles, CA*
- Developed a Java Reflection-based program to automate interactions within a game emulator written in Java
- Analyzed hundreds of heap dumps with Eclipse Memory Analyzer to understand the emulators functionality, despite obstacles like code minimization techniques
- Utilize tools like JD-GUI and Recaf to analyze and modify Java bytecode to manipulate program behavior
- Attracted over 400 repository views from upwards of 80 unique users, with ongoing maintenance, including resolving user-submitted issues on GitHub

Modern Chinese Dictionary   **Feb 2024 – Present**
Full Stack Development   *Los Angeles, CA*
- Designed a language learning web app to break Chinese text into definable parts for language learners
- Integrated Spring Boot with Nginx and ReactJS to facilitate a responsive and fluid learning experience
- Developed Chinese text query system that aggregates and delivers knowledge from local and online sources

ACADEMIC PROJECTS

Movie Database 2   **Mar 2023 – May 2023**
Full Stack Development in Class Team of 5
- Developed a movie discovery and management web app to improve movie search and collecting experience
- Applied GitFlow, Trello, and Scrum to facilitate efficient and collaborative software development practices
- Reinforced software integrity by writing unit tests for features and documenting thoroughly

Bipedal Revolution   **Mar 2023 – May 2023**
Game Designer and Programmer in Class Team of 4
- Designed a two-player cooperative platformer using Unity and C# with complex movement constraints.
- Programmed logic for player characters to swing and pivot about their arms to generate movement as well as linking arms with the other player to cooperatively solve platforming level design problems.