

# Dillon Vuong

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## EXPERIENCE

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### Givsum

Sept. 2018 – Ongoing

*Full-Stack Web-development Intern*

*Irvine, CA*

- Created a service that helps charities schedule volunteers both a shift and a role for organization events.
- Currently working on a kiosk that will allow event attendees to self-check in.
- Worked on several small features and bug fixes.
- Languages used: HTML/CSS, Ruby, Javascript, PostgreSQL

### HAI Inc.

Sept. 2019 – Ongoing

*Software development Intern*

*Seoul, South Korea*

- Creating a chat-bot that supports text-based cognitive training exercises in order to prevent dementia in elderly users.
- Adapting current Korean services from KakaoTalk to an English rendition on Facebook's Messenger
- Languages used: Node.JS, MySQL

### UCI Comparative Literature Department

April 2019 – Aug. 2019

*Office Assistant*

*University of California, Irvine*

- Worked as an office assistant which involves tasks such as: scanning books, printing copies, designing flyers, putting up posters, etc.

## EDUCATION

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### University of California, Irvine (3.400 GPA)

Sept. 2017 – Jun. 2021

*BS, Computer Science*

*Irvine, CA*

- Pursuing a degree in Computer Science in the Donald Bren School of Computer Sciences (ICS).
- Relevant course-work: *Computer Organization, Data Management, Data Structure Implementation and Analysis, Principles in System Design, Principles in Operating Systems, Programming in C/C++, Programming in Python, Programming in Java*

### Yonsei University

Aug. 2019 – Jun. 2020

*BS, Computer Science*

*Seoul, South Korea*

- Studying abroad in South Korea and experiencing South Korean start-up culture

## SKILLS & INTERESTS

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- **Skills** : Python, HTML/CSS, Java, Javascript, C/C++, Ruby on Rails, SQL, Unity, Git, GitHub, Debugging, Experience with IDEs, Customer Service
- **Interests** : Meeting new people; ping pong; web development; streetwear; Reddit; manga, The Office

## PROJECTS

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- **Space Simulation (Python)** : A simulation of space with objects that can be eaten by other objects. This project emphasized importance of Inheritance and object oriented programming. Learned about object oriented programming.
- **Columns (Python)** : A challenging yet rewarding project that recreated the 1990 Sega game, Columns. This project emphasized the importance of Classes, how to separate functions between the model module and the view module, and how to create a GUI.
- **Mapquest App (Python)** : This project was a recreation of the Mapquest App's GPS using Mapquest's API. The program will generate the directions between two points that the user inputs. Learned about duck typing and function overloading.
- **Dynamic Memory Allocator (C)** : A project that involved coding the methods `malloc()`, `realloc()` and `free()`. Learned about how memory is stored and handled in a computer.