Richard Dao
COMPUTER SCIENCE AND ENGINEERING
3RD YEAR UNDERGRADUATE AT UC SANTA CRUZ FOR COMPUTER SCIENCE
9+ YEARS OF PROGRAMMING IN 10+ LANGUAGES

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EXPERIENCE

Undergraduate Tutor | UCSC Learning Support Services   **Aug 2022 – Present**
- Proctored/graded exams, held 3 weekly homework sessions for groups of 20 students with each session lasting 1.5 hours
- Tutored differential/integral calculus and for object-oriented programming and data structures in Python and C
- Courses supported: Data Structures & Algorithms in C/C++ (CSE 101), Python (CSE 20 & 30), Digital Logic & Assembly (CSE 12) Calculus I & II (MATH 19A/B)

ResNet Technical Support Specialist | UCSC Information Technology Services   **Aug 2022 – Dec 2022**
- Assisted with troubleshooting and repairing computers/tablets/IoT devices on Windows, iOS, and Android OS's and configured switches and access points
- Used Cisco DNAC and ISE to monitor and troubleshoot ~50,000 devices on a network for ~19,000 residents

EDUCATION

University of California, Santa Cruz   **Sep 2021 - Present**
Bachelor of Science in Computer Science
- Current undergraduate at UC Santa Cruz majoring in Computer Science
- GPA: 3.79, Dean's Honor List
- Organizations: Competitive Programming Club, Slugbotics (Robotics)
- Relevant Completed Coursework: Python, Assembly/C, C++, Computer Networking, Linear Algebra, Multivariable Calculus, Engineering Physics, Discrete Math, Probability/Statistics, Data Structures, Algorithms, Computer Architecture

PROJECTS

Personal Website/Portfolio - https://richard-dao.github.io/
- My personal portfolio website that I programmed using HTML/CSS/JS and JQUERY
- Incorporates Bootstrap.css to create a dynamic computer/tablet/phone friendly website

Mark Zuckerberg's FaceMash - https://github.com/richard-dao/Facemash
- Programmed a "person-ranking" website in PHP and used a MySQL backend with XAMPP to recreate Mark Zuckerberg's Harvard Facemash website
- Implemented elo-based pairing and a live leaderboard that contained ratings from the MySQL database

Video Chat App - https://github.com/richard-dao/FirebaseRTC/releases/tag/v1.2
- Used WebRTC with Google Firebase platform to create a one-on-one video chat app
- Deployed as a Desktop application using Github's Electron framework

RunesApp for League of Legends - https://github.com/richard-dao/RunesApp
- Used C# and PoniLCU framework to create an app that allows users to save 100+ custom rune configurations and push them to the official League of Legends client
- Implemented GUI frontend and configured backend API to access RiotGames LCU

Data Structure Implementations in 3 Languages - https://github.com/richard-dao/Data-Structures-Practice
- For practice, I implemented Stacks/Queues, Linked Lists, Binary/B-Trees/Heaps, Weighted/Unweighted Graphs in Python, Java, and C++
- Includes implementation of standard algorithms such as BFS, DFS, Dijsktra, Bellman-Ford, Topological Sort, Kosaraju, Kruskal + Prim's Minimum Spanning Trees

KEY SKILLS

- **Programming Languages:** Python, Java, Javascript (with HTML/CSS), C++/C
- **Frameworks and Platforms:** Unix, Git, Google Firebase, Electron, MySQL, React.js
- **Languages:** English, Vietnamese, French