

Richard Ngo

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<https://rn0529.github.io/>

EDUCATION

Hunter College - City University of New York (CUNY), GPA: 3.7
Computer Science Major
New York, NY
August 2019 - Present (Expected: May 2023)

Relevant Coursework: Software Analysis and Design 1, 2, 3, Discrete Structures, Computer Architecture 1, 2, Computer Theory 1, Matrix Algebra, Applied Statistics.1, AP Computer Science A, AP Calculus BC (Calculus 1 and 2)

TECHNICAL SKILLS

Languages and Tools: HTML, CSS, C++, Java, JavaScript, Git/GitHub, Unix/Linux, Android Studio

PROJECTS

[Portfolio Website](#) - (HTML, CSS, JavaScript) July 2021
<https://github.com/RN0529/RN0529.github.io>

- Developed a portfolio website containing demonstrations and descriptions of projects that I have worked on.

[Wasteland 2](#) - (Unity) April 2021
<https://github.com/RN0529/Wasteland2>

- Created a Unity game that promotes the player to clean up trash in the ocean.
- Learned Unity and animation basics.

[Holo EN Clipper](#) - (HTML, CSS, JavaScript) January 2021
<https://github.com/RN0529/holoENclipper.git>

- Developed clip player based on user Input. User input is collected through buttons which are tags that the user chooses.
- Learned HTML and CSS fundamentals.

[Lil Help](#) , **CUNY Hackathon 2021**, Best Teamwork (Java, Android Studio) January 2021
<https://github.com/RN0529/Lil-Help.git>

- Developed mental health supporter app that contains a gratitude journal and sends notifications to remind users of their accomplishments.
- Strengthened android development skills by implementing layouts, pop up screens, and connecting frontend to the backend.

AWARDS & SCHOLARSHIPS

- FDR HS Certificate of Recognition Computer science A**
- Best Teamwork for CUNY Hackathon 2021**

Volunteer

FDR Tech Night, New York, NY— *Volunteer* 2018

- Introduced kids to programming using block-based coding through fun challenges modeled after various well-known fictional characters.