

# ANDY VAN

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**SUMMARY:** Honor graduate in Computer Science with strong interpersonal skills, hands-on and details oriented, excel in problem solving, time management, and team/event coordination. Looking for a suitable entry level position with an exciting and ambitious company that offers career development opportunities.

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## KEY COMPETENCIES

- Highly motivated, flexible, reliable, work well either independently or in team oriented environment
  - Confident, energetic, attention focus, able to master new skill in short period of time
  
  - Proficient in Microsoft Office Suite (Word, Excel, Access, PowerPoint, Visio), Google Suite (Drive, Docs, Sheets)
  - Programming/Web/Database: Unity Game Engine, Java, C++, ASM, HTML, CSS, PHP, Prolog, SQL, Github, Trello
  - Proficient in Intuitive UI/UX Design, Requirements documentation, Use Cases, Agile methodology
  - Basic knowledge of Sketchup, Adobe Photoshop
  
  - Language: Bilingual fluent in English and Vietnamese, elementary proficient in Korean, French
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## EDUCATION & HONORS

**Bachelor of Science in Computer Science** - National Society of Collegiate Scholars,  
*California State University, Long Beach*

May 2017

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## EXPERIENCES

### Freelance Web Designer/Developer

June 2017 – Present

Create responsive websites using a combination of HTML, CSS, and PHP. Write and edit website content tailoring targeted audience.

### Supervisor

April 2013 – Present

Lee's Sandwiches, Long Beach

Supervise staff of full and part-time employees. Effectively communicate, provide guidance, and delegate basic tasks. Maintain a clean, safe, and attractive restaurant environment in full compliance with restaurant safety and sanitation regulations. Monitor, interact, and provide customers with the highest level of hospitality and service. Complete opening and closing duties. Inspect storage areas for cleanliness, supply level, and organization.

### Branch Manager

January 2015 – December 2016

CSULB eSports Student Association at California State University, Long Beach

Collaborated with other leaders to organize and club meetings and large gaming events. Coached university's collegiate competitive leagues. Organized cross-team events and coordinated with team captains to ensure that problems were prevented or resolved timely and smoothly.

Managed collegiate tournaments and community events for students. Ran and oversaw all event activities including creating rulesets and registration forms, regulating aspects of tournament scheduling, and communicating to players to relay essential details. Responsible for marketing events on social media. Major and notable events include:

- 2015 BeachCon Tournament
- 2015 Fright for a Cause Tournament
- 2016 BeachCon Tournament
- 2016 Spring to the Rift Circuit Round-Robin Tournament (ran over the course of a semester)

Volunteered in the Make-a-Wish charity live streaming event at Riot Inc. Headquartered as a representative of CSULB eSports Association. Captured audience attention and increased participation turnout in different Riot games. Reached livestream goal of \$1,000.

## **SCHOOL PROJECTS**

### Swords & Strongholds Prototype (C++/Unity)

- Worked with two colleagues to produce the early stages for an implementation of a board game.
- Wrote design documents that laid out the foundation for the game's vertical and horizontal prototypes, as well as assessing the game's functions and its visual components.
- Performed testing on various features through identifying the requirements of stakeholders and prototyping through self-generated use cases.

### CSBS Challenge Game (Java)

- Designed and created a game, complete with documentation such as Visio documents, use cases, and sequence diagrams.
- Worked with one other colleague over the course of a few weeks.
- Followed principles under agile software development to ensure that specifications were met by certain deadlines while maintaining an organized workspace.
- Final product was a playable game that fulfilled product requirements.

### Airport Database (SQL)

- Created a database that managed and provided information for common tasks for an airport, such as flight details and airline employees.
- Designed classes for necessary objects with UML specifications, producing class diagrams and relation schemes.

### Sink Equilibria (Java)

- A program that automatically finds multiple best response cycles when given a set of moves in a multiplayer setup.
- Each cycle found represents a scenario where any of the players is willing to make a different move, causing the game to continue flowing rather than reaching an equilibrium.
- Cycles were also disjoint, so no results overlapped or were partially reused in other solutions.

### The Duel (Java)

- Created an AI player that analyzes a game in which two players are set up in a standoff.
- The AI goes through thousands of simulations to provide an optimal solution to the game on a final answer.
- An optimal solution is selected by slowly narrowing down the ranges at which a preferred result is generated over a loss and is recorded by the AI until the final attempt.

### Logic Puzzle Solver (Prolog)

- A program that solves puzzles that by systematically determining unique answers by reading by using provided queries of facts.

- Rules were represented by clauses were hard-coded.
- Queries of additional conditions were added, which could vary depending on the problem's scenario. The program would provide an answer once all queries are entered or would terminate as a failure if all conditions could not be met.