

# Vincent Vang

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## Education

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### University of Minnesota, Twin Cities, Minneapolis, MN

*Bachelor of Arts in Computer Science*

*Entrepreneurship Minor (Pursuing)*

*Anticipated: May 2027*

**GPA: 3.333**

## Experience

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### Production Manager Assistant

Arden Hills, MN

*June 2022 - August 2023*

*Delkor Systems*

- Collaborated with engineers to test and troubleshoot automated packaging machines using wiring schematics and electrical component specs
- Built and bench-tested electrical components for production systems, contributing to reduced unplanned downtime
- Gained hands-on experience with industrial control systems and hardware diagnostics in a manufacturing environment

## Projects

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### Powerball Simulation | *Java, VS Code*

*September 2023 - December 2023*

- Implemented a statistical simulation to calculate lottery winning probabilities.
- Designed modular code in Java using object-oriented principles to handle large datasets of random draws
- Analyzed simulation output to evaluate the distribution of winning odds.

### Othello Game | *Python*

*March 2024 - May 2024*

- Built a full game from scratch, implementing legal move validation and win conditions.
- Developed a terminal-based interface to allow interactive play against the computer.
- Applied algorithmic techniques to explore AI-based gameplay

### Touch Grass | *Flutter*

*September 2025 - Present*

- Building a mobile app in Flutter focused on habit reinforcement and social accountability
- Designing UI/UX layer with Flutter widgets; planning Firebase integration for habit tracking and user data persistence
- Applying mobile-first design principles targeting App Store and Play Store deployment

## Technical Skills

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- **Programming:** Python, Java, C, OCaml, Assembly, Rust
- **Developer Tools:** Git, Docker, VS Code, PyCharm, IntelliJ, Godot, GDB, SQL, RustRover
- **Languages:** Japanese (Advanced/ Professional Working Proficiency)
- **Editing Software:** Davinci Resolve Studio