Ashley Bui

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EDUCATION

University of California, Berkeley | Berkeley, CA   Expected Graduation: December 2024
Bachelor of Arts in Computer Science
- **Related Coursework**: Foundations of Data Science, Discrete Mathematics and Probability Theory, The Structure and Interpretation of Computer Programs, Principles and Techniques of Data Science, Introduction to Artificial Intelligence, Computer Security, Database Systems, & Computer Architecture

SKILLS

- Technologies: Arduino IDE, NumPy, Jupyter Notebook, Computer-Aided Design (CAD), Jira, Radiant, APE
- Languages: Java, Python, C++, SQL/SQLite, HTML, CSS, Circuit Python, Gameplay Programming, GSC
- Personal Skills: Attention to detail, Multitasking, Communication, Teamwork, Adaptability, Perseverance

EXPERIENCE

Activision Blizzard King (Call of Duty: Modern Warfare III)   Novato, CA
Software Engineering Intern   *June 2023 – September 2023*
- Engineered core mechanics for the software application, encompassing precise player control, robust health systems, and seamless collision detection
- Leveraged proprietary software tools akin to Unity within the development environment
- Refined spawning conditions of entities with a trigger system to allow for objective completion in any sequence
- Executed animations by consolidating actors and props and streamlining preloading procedures
- Researched and resolved gesture controls, ensuring a fluid player experience during designated delivery phases
- Collaborated with cross-functional teams to gather requirements, design solutions, and implement robust software systems, ensuring alignment with project goals and timelines.
- Authored comprehensive documentation on newer systems, debugging, and walkthroughs for gameplay

Activision Blizzard King (Call of Duty: Modern Warfare II)   Woodland Hills, CA
Software Engineering Intern   *May 2022 – August 2022*
- Worked on the build team on tools that support continuous integration used to test a wide variety of developers
- Streamlined CCS and fast files of the day patch management by implementing new webpage template used by over 11 studios under Activision Blizzard King for the Call of Duty franchise, improving developer productivity
- Automated CCS patch tracking by integrating with Jira API to fetch, filter, and update issues based on label tags
- Authored 1-pager that documents the feature's design, implementation, and includes a video demo
- Updated onboarding documentation and mentored new intern who joined halfway through the internship
- Presented capstone project at Infinity Ward's Engineering All-Hands and Activision Blizzard King's Intern presentations event, totaling to over 700 individuals

National Aeronautics and Space Administration   El Segundo, CA
Microcomputer & Robotics Intern   *April 2021 – August 2021*
- Modified implementation of code to increase efficiency and readability of the proof-of-concept project
- Demonstrated feasibility of dynamic movement collision detection code for rover's mobility
- Set-up a Bluetooth system by installing a HC-05 Bluetooth module and integrated to a Dabble application
- Led a group of 4 interns and managed the project budget, updates, and deadlines
- Presented rover's capabilities to the members of the California Space Grant Consortium, NASA Ames Research Center, university professors, and other fellow interns at a virtual conference