NATHAN T. PHAM

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EDUCATION

University of California, Berkeley
Berkeley, CA
B.S. Electrical Engineering and Computer Science
GPA: 3.7 | expected Dec 2017

Laney College
Oakland, CA
A.S. Mathematics | A.S. Computer Science
GPA: 4.0 | Jan 2012 - May 2015

SKILLS

Programming
Proficient (Java, Python), Intermediate (C, C++, Assembly (MIPS), Ruby, HTML, CSS, JavaScript, Ruby on Rails, jQuery, JSON, AngularJS, Node.js), Familiar (Swift, Android, SQL, Scheme, Shell/Bash, NumPy, Selenium, QUnit, Cucumber, Cordova)

Applications
Git, Azure, Xcode, Vim, Android Studio, MARS, iPython, Visual Studio

Operating Systems
Mac OS, Unix and Windows

Others
Design (Portfolio: Behance), Typography, Illustration, Circuit Design, Video Production (Final Cut Pro), Sound Mastering (Portfolio: SoundCloud | Logic Pro, Cubase), Bilingual (English, Vietnamese)

EXPERIENCE

Rakuten
San Mateo, CA
Software Engineer Intern   05/2016 - Present
Developed a HTML5/Hybrid Framework and Content Delivery Platform which allows web developers to quickly deploy and update contents for native iOS and Android applications.
- Received Tech Award at RAK-athon 2016 with **WebVR** Café project

VMware
Palo Alto, CA
Externship   Winter Break 2016
Learned about software development collaboration tools and testing techniques.

Registria
Mountain View, CA
Externship   Spring Break 2016
Developed a photoregister web app for consumers to submit a photo or enter a code which will redirect them to their destination.

EECS Department
UC Berkeley
Academic Intern   08/2015 – 12/2015
Assisted 30+ students through labs and assignments in CS61A - a course on Structure and Interpretation of Computer Science. Debug, answer questions, and explain Unix commands and concepts in Python and Scheme to ensure maximum learning.

Laney College
Oakland, CA
Mathematics Tutor / Teaching Assistant   08/2013 – 05/2015
Tutored math for 40+ students in weekly lectures, one-to-one and group tutoring. Helped instructors manage lectures and explain concepts, guided students through online assignments during lab.

PROJECTS

VR Cafe
Built a web experimental VR Showcase Café using A-Frame.js which brings VR experience to the web. HTML, CSS, JavaScript, Node.js.

Semi-Auto Car
Implemented data processing and integration for this semi-autonomous car which is controlled by voice commands. Python, C.

CPU Design
Designed a 32-bit two-cycle processor in Logisim to compatible with machine code outputs from MARS.

Personal Website
Programmed my website (phamcs.com) using knowledge of web technologies and JavaScript libraries. HTML, CSS, JavaScript, Bootstrap, jQuery.

Git Version Control
Developed a version control system called Gitlet that mimicked most of Git's local methods and features through implementation knowledge of ADT's, file reading/writing. Java.

Gratitude Journal
Developed a Rails web application where users can post their daily gratitude publicly or privately to support their friends and live happier. Ruby, Bootstrap, jQuery, Ruby on Rails.