Quynh-Anh T. Vu

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SKILLS

Programming Languages: Java, JavaScript, C++, C#, Python, SQL, R, HTML, CSS
Frameworks/Technologies: React, Cypress, Jest, Node.js, Spring, Maven, Unity, ASP.NET, .NET, Blazor, Express, Git, Docker, Kubernetes, MySQL, PostgreSQL, Oracle, Jenkins, Kafka, AWS
Tools: Visual Studio, VSCode, JetBrains IDEs, Jira, Confluence, Agile

WORK EXPERIENCE

Software Engineer   Jul 2022 - Present
JPMorgan Chase & Co. — Houston, TX
- Developed a Java Spring/React application from start to release, introducing a new workflow for bankers
- Implemented end-to-end Cypress testing and hosted a knowledge-sharing session on the topic for the wider team
- Decreased query times by 500% by optimizing SQL queries and strategic indexing, resulting in a significant increase in system performance
- Obtained government SEC 17a-4 compliance for the firm by moving records into a non-rewriteable and non-erasable WORM storage system and creating a daily report on migrated documents
- Automated uploading packages to the JFrog artifactory directly from Jenkins, streamlining deployments
- Resolved production issues in a timely manner while coordinating with users during support rotations

Software Engineer Intern   Aug 2021 - May 2022
Boeing — Houston, TX
- Engineered a Blazor UI containerized in Docker for employees to access Azure DevOps test results via ASP.NET API, cutting down paperwork and manual fetching of test results by 80%
- Established an automated file conversion system by parsing the UI's HTML with AngleSharp and Pandoc for downloading results in multiple formats
- Built a .NET worker service to validate local file paths with MySQL paths, eliminating the need for manual checks

Computer Science Mentor   Jan 2021 - May 2021
University of Houston — Houston, TX
- Held office hours to assist university students in multiple undergraduate computer science courses
- Delivered guidance and feedback to students on course material and standard programming practices

PROJECTS

Product Ordering Website   Mar 2022 - May 2022
- Designed a full-stack app that allows customers to create accounts and submit orders, with an admin page where admins can view order details in a React UI
- Routed endpoints in Express to execute CRUD operations on the PostgreSQL database pool
- Implemented client login module featuring BCrypt password encryption to store user login credentials securely
- Constructed unit tests in Jest for validations on user input, services, and controllers with 90% code coverage

Augmented Reality Museum   Apr 2022
- Created a virtual museum in Unity's augmented reality, themed under different historical periods
- Utilized Microsoft's MRTK toolkit to have the app function and deploy on mobile devices and HoloLens

The Final Concerto Game   Sep 2021 - Dec 2021
- Led the programming team for a 2D action-adventure platformer game made in Unity/C#
- Managed a group of 6 to produce original music, art, game mechanics, and level designs, resulting in an 'A' for the class after an evaluation from over 20 industry professionals

CS:GO Text Mod   Jan 2021
- Constructed an open-source anti-cheat friendly mod that color-codes and simplifies in-game text

EDUCATION

Bachelor's of Science in Computer Science, *Magna Cum Laude*   May 2022
University of Houston   Dean's List, GPA: 3.82/4.00