

Gordon Phoon

phoongm@rose-hulman.edu
(914) 924-0160

5500 Wabash Avenue, CM 1872
Terre Haute, IN 47802

EDUCATION:

Rose-Hulman Institute of Technology, Terre Haute IN

Class of 2020

BS in Computer Science and Mathematics | Senior | GPA: 3.57

Related Coursework: Data Structures and Algorithm Analysis, Computer Architecture, Operating Systems, Software Requirements Engineering, Programming Language Paradigms, Malware Analysis/Reverse Engineering, Algebraic Codes, Software Design

EXPERIENCE:

Software Development Internship: Microsoft, *Redmond, MA*

May-Aug 2019

- Created proxy API for .NET Core for use with plugin models
- Developed C# prototype on an open-source Github repo (dotnet/corefxlab)
- Performance 1x-10x faster than AppDomain proxies from .NET Framework
- Took ownership over design decisions to drive an extensible framework

Software Development Internship: Microsoft Garage, *Garage at Cambridge, MA*

May-Aug 2018

- Modified UWP application for use with HoloLens
- Developed both front and back end using XAML and C#
- Responsible for continuous integration and repo maintenance over two separate systems for a seven person team with Git and VSTS

Teacher's Assistant: Operating Systems, *Rose-Hulman*

Feb-May 2018

- Assisted and graded about 70 students in C-programming assignments
- Worked with 40 students during labs aiding in barebones OS construction

Instructor: Java Coding, *iD Tech Camps*

May-Aug 2017

- Taught Java programming and object oriented design to high school students
- Assisted students in developing simple games using Java class structures

PROJECTS:

Speech to Code: Hack UMass 2018, *University of Massachusetts Amherst*

Nov 2018

- Developed prototype that uses speech to generate runnable code snippets
- Implemented Prolog backend to process natural language into Ruby code

Engineering Escape Rooms: Microsoft Hackathon, *Garage at Cambridge, MA*

Jul 2018

- Designed and created a sample escape room using Micro:bit/JS
- Being used as a teaching tool for an entry level class into STEM education
- Won "Passing the Torch" award at Microsoft New England office

Boarding Action: Game Development Final Project, *Rose-Hulman*

Sep 2017-May 2018

- Led team in designing and developing Strategy game using Unity/C#
- Implemented pathfinding, character customization, and GUI elements

SKILLS:

- Languages: C#, Java, C, x86Assembly, Scheme, Python, Prolog, and XAML
- Knowledge of .NET, advanced Git functions, Unity, Micro:Bit, and MySQL

ACTIVITIES:

- Treasurer (Formerly Fellowship Chair), Alpha Phi Omega service fraternity
- President (Formerly VP and Treasurer), Rose-Hulman Board Games Club

References Available by Request