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| Website: <http://www.anvo13.com/> |

Education

University of Colorado Denver

- Bachelor of Science in Computer Science

Arapahoe Community College

- Associate of General Science

Skills

- SQL, Unit Testing, CSS, NodeJS, Django, Java, Android Studios, Heroku, Python, Swift, REACT, C/C++, MongoDB, Postman, GitHub, APIs, HTML, UML, JIRA, Windows, Linux.
- Bilingual: Vietnamese and English

Engineering Experience

Test Engineer – Gaming Laboratories International

September 2022 – Present

- Run scripts to test and analyze hardware and software for electronic gaming devices to ensure compliance with state, federal and tribal gaming regulatory standards.
- Perform source code reviews to predict the impact of modifications and write test scripts based on modifications.
- Created an automated test script that replaced 1000+ manual tests.

Leader and Developer – Revenge Body

August 2021 – May 2022

- Designed and developed an iOS and Android application to calculate caloric expenditure for exercises using a patent pending algorithm that competes with the Apple Watch and other smart watches.
- Conducted weekly meetings with clients to deliver project updates and ensure alignment with their vision.
- Collaborated with clients to integrate mechanical and biomechanical elements into the project, optimizing its performance and functionality.
- Enhanced expertise in Swift for iOS development and acquired comprehensive knowledge in full-stack development.

Developer – Developer Columbia University DivHacks 2020

- Developed a web application in REACT that presents a map displaying pollution levels in different cities in the U.S to be used by prospective urban planners.
- Gained experience working on a full-stack team, working with APIs, as well as design.

Side Projects/Class Projects

Sports Betting Predictor

- Designed a proprietary algorithm to predict outcomes of NBA games based on point spread and total bets.
- Consumed data from external APIs and perform data cleansing, organization, and processing to arrive at a prediction.
- Created a roadmap of features to implement such as integrating machine learning and AI in the prediction algorithm.

Snake

- Built a snake game in python to explore different algorithms and learn how to design a GUI.
- Learned to manage program state and update the GUI dynamically in response to state changes.
- Emphasized user experience and learned to prioritize end-user needs in the software development process,

Movie Review Database/API/Website

- Collaborated with a team of six to develop and maintain an API for our movie review web application.
- Acquired full-stack experience, including API design and implementation, maintenance, and integration with a React front-end application.

Leadership/Community Engagement

Mentor Collective – Mentor

June 2020 – June 2021

- Collaborated with colleagues to identify and find solutions for mentee pain points.
- Connected engineering students with resources specific to their needs.
- Strategized an advocacy centered development plan to increase the retention of mentees.