

Andrew Quang Bui

Fullstack Engineer

[Email](#) | [Github](#) | [LinkedIn](#)

SKILLS

Languages | HTML, CSS, Scss, Python, JavaScript

Libraries and Frameworks | EJS, React, Node.js, Express.js, Mongoose, Bootstrap, Django, XSLX

Database | PostgreSQL, MongoDB (NoSQL)

Other | Git version control/Github, Heroku, VS code, Insomnia, Chrome Developer Tools, Jupyter Notebook, NPM

Languages | Vietnamese: Speaking Proficiency

PROFESSIONAL EXPERIENCE

FADO Warehouse

Portland, OR

Free Lancer

07/2022

Tech Stack: EJS, Node.js, Express.js, MongoDB, Mongoose, Bootstrap, HTML, CSS

- Collaborated with the manager to determine the specifications for the project that included a responsive design that allowed various admins to view and edit employees' schedules while allowing employees to clock in and out
- Wrote the backend code that enables admins to query for specific dates and have the ability to download that data in an xlsx format; the Front end was created with Bootstrap for responsiveness
- Used Trello through the software life cycle for creating user stories and project planning to maintain track of critical functionality to achieve MVP for deployment

InfoGraphics Lab at University of Oregon

Eugene, OR

Geographic Lab Technician

06/2021 - 06/2022

- Supported Geographic Lab analysts by creating new data tables in SQL and populating fields in a schema designed specifically to allow for faster data querying when the data is requested
- Fieldwork to survey various buildings around the University of Oregon campus, recording accurate longitudinal and latitudinal coordinates for points of interest that support campus organizer's logistical decision making
- Usage of Esri Tools (Arc Pro, Arc Maps) to perform spatial transformation tasks in various locations throughout the Eugene area, which aids First Responders with security planning and operations

Tech Desk at University of Oregon

Eugene, OR

Tech Analyst I

10/2019 - 03/2021

- Delegating and handling tickets in an orderly manner to reduce traffic in the queue during hours of operations
- Assisting new hires with procedures and escalation pipeline minimizing risks of errors
- Reading technology documentation and updating the University's service portal web pages to reflect up-to-date information resulted in fewer callers attributed to outdated and inaccurate pages

SOFTWARE ENGINEERING PROJECTS

BattleShip | Front-end Application | [Source code](#) | [Demo](#)

General Assembly

Tech Stack: HTML, CSS, Vanilla JavaScript

07/2022

- Used Figma for wireframes and project planning to determine the best position to place various components
- Vanilla JavaScript was used for developing the game's logic as well as rendering various elements onto the HTML
- Grid and Flexbox CSS were used to create a responsive design that allows users to also interact on different devices.

EDUCATION

General Assembly | Remote | Certificate of Completion | Software Engineering Immersive

06/2022 - 09/2022

An immersive program with 500+ hours of instructional and hands-on learning over a 12-week period to develop skills regarding OOP, MVC, data modeling, software production cycle, Trello planning, project collaboration within a team environment, and in-demand technology

University of Oregon | Eugene, OR | Bachelor of Science

09/2018 - 06/2022

Majors | Spatial Data Science and Technology, Geographic Information Science

Minor | Business Administration

Certificates

HackerRank CSS | HackerRank Problem Solving | LinkedIn Learning Certifications