# **Brian Pho**

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# **Education**

# SOFTWARE ENGINEERING | SEPT 2015 - APRIL 2019 | UNIVERSITY OF CALGARY

- · Major: Bachelor of Science in Software Engineering
- · Relevant courses
  - o Data Structures Algorithms and Their Applications (Searching and sorting, hash tables, graphs)
  - o Principles of Software Development (OOP, inheritance, concurrency, GUI)
  - o Computer Organization (Machine code, assembly, hardware organization)

# **Profile**

- Programming: Learning C/C++ for school and used Processing to create a video game
- · Creativity: Connects many disciplines to create new and original ideas and concepts
- · Problem Solving: Loves a challenge and is renown for his IT skills by his family and friends
- · Leadership: Delegates tasks to members on group projects to increase productivity

# **Experience**

#### INSTRUCTIONAL ASSISTANT | KUMON | NOV 2013 - PRESENT

- · Mark student's math homework from arithmetic to calculus to help them learn from their mistakes
- · Search for logical errors and attention to detail errors in student's work like finding bugs in code
- · Teach 40+ students math and basic English comprehension to clarify and explain concepts

### PROBLEM SOLVING CLUB| SEP 2016 - PRESENT

- · Solves 2-3 programming problems weekly on Kattis
- · Attended workshop on source control to learn basic Git commands
- Participates in programming contests such as the 2016 ACPC and 2017 CCPC

# FIRST YEAR FINAL GAME PROJECT| NOV 2015

- Created an original game as my final course project to demonstrate my creativity and proficiency in programming with Processing.
- · Managed a large and complex project
- https://github.com/Brian-Pho/Ring-Runner-Game

# **Interests**

- · Artificial Intelligence: The main reason of why I got into programming
- · Philosophy: Discussing the big questions like why we exist and what is knowledge
- Reading: Books in science fiction and young adult. Books allow me to explore what it means to be human and where humanity will go in the future.