Richard Vo

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Education

Drexel University – Bachelor of Science in Computer Science   Graduated June 2024
Minor in Animation and Visual Effects, Pennoni Honors College   GPA: 3.93
Coursework: Web and Mobile App Development, Machine Learning, Artificial Intelligence, Operating Systems,
Computer Graphics, Computer Game Design, Computing In Small

Skills

Languages: C#, Python, JavaScript, C, C++, Java, Bash, Algol, Racket, HTML, CSS, SQL, JSON
Packages: Node.js, Express.js, React.js, PostgreSQL, MongoDB, Unity, NumPy, Matplotlib, scikit-learn
Utilities: Git, Perforce, VMware, Proxmox, Docker, GCP, AWS, Jira, Confluence

Experience

Application Engineer Co-op, Vanguard – Malvern, PA   Apr 2023 – Sept 2023
- Reduced failure rate in Microsoft Dynamics test suite from 50% to 0% across 3 teams by developing new and optimizing old automation test scripts
- Implemented new frontend features of Microsoft Dynamics using JavaScript and business rules
- Accelerated product delivery by integration testing new Microsoft Dynamic features with existing features
- Validated integrity of Microsoft Dynamics by maintaining run list across multiple agents for nightly builds

Software Engineer Co-op, Unisys – Blue Bell, PA   Mar 2022 – Sept 2022
- Upgraded old tools by implementing OpenSSL handshake with C, C++, and Algol to test secure connections
- Repaired nonfunctional network tools to diagnose issues between Windows, Linux, and in-house OS
- Located issues in TLS/SSL handshake by creating network certificates and keys to test with different ciphers
- Communicated feedback to the network team by analyzing network implementations with Wireshark

Audio / Visual Assistant Co-op, Drexel University – Philadelphia, PA   Sept 2020 – Mar 2021
- Assisted clients by researching technical manuals and conducting computer diagnostics
- Evaluated 10-15 tickets and conducted 4-8 calls per day to resolve computer issues with instructors and staff
- Renovated classrooms with new equipment for Zoom meetings by installing and configuring devices

Projects

Botography Game   Sept 2023 – June 2024
- Led development of gameplay mechanics across 9 months with 16 developers by using Jira for agile development, resulting in an award-winning senior project
- Developed mechanics with C# scripts and OOP design patterns within the Unity engine and ensured they matched the Software Requirements Specification (SRS)
- Prevented SRS discrepancies by reviewing new code from teammates and communicating feedback

Homelab Management Discord Bot   Oct 2021 – Feb 2024
- Designed Discord bot to allow users to run different server scripts by using JavaScript and Discord API
- Produced scripts to run different instances, update applications, and backup files using Bash and Python
- Optimized performance for Perforce, OpenVPN, PiHole, and other applications by using VMware and Docker

LanternFall Website   July 2021 – Aug 2021
- Organized work with 4 engineers to design a social website that raised awareness of invasive species
- Created backend systems to handle text and images by using Node.js and PostgreSQL
- Maintained functionality of website using GCP and Cloudflare resulting in 99% uptime