





CLARK PHAN

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 clarkphan

 clark-phan

EDUCATION

University of California, San Diego

September 2016 – June 2020

Bachelor of Science in Computer Science and Mathematics

Coursework: Object-Oriented Design, Design and Analysis of Algorithms, Advanced Data Structures and Algorithms, Web App Performance and Monitoring, Software Tools and Techniques, Software System Design and Implementation

UCSD Extension Coding Boot Camp

November 2017 – February 2018

Certificate in Full-Stack Development (250+ Hours of Web Development Training)

Curriculum: Full Stack JavaScript & Computer Science

EXPERIENCE

L3Harris Technologies

June 2018 – Present

Software Engineer

- Upgraded user interface by building and integrating new React components
- Presented accomplishments and goals to chief engineers and upper management
- Created and improved software documentation to increase current and future team efficiency
- Created many unit and integration tests using Enzyme, Mocha, and Chai, reducing the cost of bug fixes
- Built CLI REST API testing tool, reducing the cost of manual testing time
- Engaged in an AGILE workflow, attended Scrum/Kanban meetings, discussed issues on Atlassian Jira and Bitbucket

Theta Tau

June 2018 – June 2020

Web Master

- Won 1st place award for Best Website at the 2019 Theta Tau Western Regionals Convention
- Maintained and scaled a Google Firebase database with hundreds of user data

Major Map Initiative

January 2020 – June 2020

Founding Member

- Helped start a software/social student org which serves to help all UCSD students plan their courses better
- Built a course map visualizer tool in Python, JavaScript, and HTML/CSS
- Implemented BFS to generate course maps

PROJECTS

Weather App

- Built a weather web application that shows the weather forecast for any city or place around the world
- Developed using real-time weather data from OpenWeatherMap API

LeagueTrack

- Built a web application that tracks a user's match history data in the popular game League of Legends
- Developed using official game data from the Riot Games API

Project Slimey (HackUCI)

- Built a virtual pet in 36 hours using JavaScript, HTML, CSS, and MongoDB
- Integrated SendGrid API to allow users to receive real-time emails updates of their virtual pet slime's stats

SKILLS

Languages: JavaScript, HTML, CSS, Java, Python, C/C++

Frameworks/Libraries: React.js, Redux, Express.js, Bootstrap

Tools: MongoDB, Firebase, AWS, MySQL, Git, Heroku, Docker

Other: Solid written and verbal communication skills, critical and creative thinking, ability to adapt and learn quickly