

MICHAEL NGO

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OBJECTIVES

To obtain a position at Anime Expo 2018 under the Society for the Promotion of Japanese Animation (SPJA).

EDUCATION

8/13 – Present	California State University, Long Beach <u>Bachelor of Science (B.S.) in Computer Science</u>	Long Beach, CA
9/09 – 6/13	GARDEN GROVE HIGH SCHOOL	Garden Grove, CA

VOLUNTEER EXPERIENCE

10/16	BLIZZCON	Anaheim, CA
<ul style="list-style-type: none">• Provided customer service to various patrons and event goers• Assisted in overseeing of main Hearthstone stage, escorted guests and photographers on and off the stage, checked for badges that allowed entry		
06/30-07/04	Society for the Promotion of Japanese Animation	Ontario, CA
<ul style="list-style-type: none">• Worked in Autographs Dept. and ensured that Guests of Honor received proper treatment during their signing sessions• Maintained crowd control of autograph lines and ensured attendees received appropriate treatment		
05/17	STUDENT GAME DEVELOPER ALLIANCE	Pomona, CA
<ul style="list-style-type: none">• Did attendee registration• General upkeep of the venue, maintenance work (garbage disposal, trash pick-up)• Assisted with general needs (T-Shirt handouts, food stand setups, stage crew)		

WORK EXPERIENCE

06/18-Present	GYUTAN TSUKASA	Costa Mesa, CA
<ul style="list-style-type: none">• Provided quality service to customers. Prepared food and ingredients for this restaurant's dishes. Learned how to handle the cash register and counted money to do money exchange.		
02/01 – Present	TOKYO CENTRAL	Costa Mesa, CA
<ul style="list-style-type: none">• Working as a cashier. Scan items for customers and remembering produce codes. Money handling and customer service.		

SKILLS

• <i>Language</i>	Fluent in English, Intermediate Japanese and Vietnamese
• <i>Customer Service</i>	
• <i>Computing</i>	Programming, Microsoft Word/Excel/PowerPoint, Photoshop

EXTRACURRICULAR ACTIVITIES:

2/15 – Present	Video Game Development Association (VGDA) Member
<ul style="list-style-type: none">• Collaborated with different disciplines (artists, sound engineers, writers) to develop a functional video game	