Michael Ngo

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PROFESSIONAL SUMMARY

Goal oriented mindset. Finding intrigue and interest in the latest innovative minds and machines. Hard working and adaptive, excels at collaboration in a team setting. Always looking for opportunities to grow and succeed. Passion for programming and the technology industry.

EDUCATION

California State University, Long Beach   Long Beach, CA
Bachelor of Science   May 2019
Major: Computer Science   President's List Scholar
Minor: Web Design & Technologies, Japanese   3.566
UCI Division of Continuing Education, **Full Stack Web Development Bootcamp**   Certificate of Completion

WORK EXPERIENCE

Streamline Media Group, *Full Stack Developer*   *December 2021 – April 2022*
- Worked with UI/UX designers, developers, and the project manager to architect and produce components and data models for the company's internal facing application, Streamframe.
- Frontend consisted of React with Typescript, along with component libraries such as Formik and Getstream.io for scalability.
- Backend consisted of Google Firebase and Nest.js.
- Integrated analytics from Segment.io and Mixpanel for data accessibility for 3rd party users.
- Developed company website using Hubspot, a CMS system, utilizing the Act 2.1 library by Neambo for re-usable components.

Veri-Tax, *Order Processor*   *January 2020 – November 2021*
- Enter data quickly and accurately into a proprietary system in order to process customer mortgage loans.
- Called employers in order to verify information.
- Addressed client and employer complaints and requests in an efficient manner.
- Coordinated with different departments to ensure turnaround time quotas for orders are met.

RELEVANT COURSEWORK & SKILLS

Object Oriented Programming
   Utilized Java data structures (Linked Lists, Hashmaps, Queues), Multi-Threading, and GUI to produce Java applications.

Agile Methodology
   Produced an application with a team of 3 other people within the school semester using the Agile method of software development.

Server and Client Architecture
   Used Java programming language to assemble server and client architectures, emphasized file transferring and uploading.

Web Design Fundamentals
   Learned HTML and CSS and used them to build various web pages designed with accessibility and usability in mind.

Responsive Web Design
   Focused on responsive web site layouts, implemented using Bootstrap and JavaScript.

Algorithm Analysis
   Learned and analyzed runtime efficiencies of algorithms such as bubble sort, merge sort, and quick sort, used them to build applications.

UCI Division of Continuing Education, Full Stack Web Development Bootcamp
- Made web applications using HTML, CSS, and JavaScript.
- Integration of third party API services as well as custom back end routes using ExpressJS.
- Emphasis on the MERN (MongoDB, ExpressJS, React, NodeJS) stack.
- Learned usage of chrome dev tools and analytics such as Lighthouse.
- Implemented user authentication using PassportJS and JSON Web Token.

TECHNICAL COMPETENCIES

- Adobe Suites: Photoshop, Reader DC, Dreamweaver
- Game Dev: Unity, C#, Ren'Py
- Web Dev: HTML, CSS, JavaScript, Bootstrap, Material UI, Materialize, React, NodeJS, ExpressJS, GraphQL, Sequelize, Mongoose, WordPress, Hubspot
- Databases: MySQL, MongoDB, Google Firebase
- Languages: C#, Java, JavaScript, Python, Typescript, jQuery
- Microsoft: Word, PowerPoint, Excel, Paint
- Software Dev: Visual Studio, Visual Studio Code, Eclipse, IntelliJ
- Version Control: GitHub, Git Bash
- Project Trackers: Trello, JIRA
- Website Deployment: Heroku, GitHub Pages
- REST APIs

PROJECTS/TECHNICAL EXPERIENCE

PawPal *July 2021*
- Web application utilizing the MERN stack.
- User authentication with PassportJS and JSON Web Token.
- Material UI for the front end. Data obtained from 3rd party API called Petfinder.
- Implemented advanced search for users to filter their search results.
- Implemented deletion functionality of users' favorite pets.
- Implemented search page GUI.

ComicCol *June 2021*
- Web application utilizing HTML, CSS, and JavaScript, combined with NodeJS and ExpressJS for the back end, and PassportJS and JSON Web Token for user authentication.
- Implemented email functionality using the Send Mail npm package.
- Implemented database schemas using Sequelize.

Out In *May 2021*
- Web application utilizing HTML, CSS ,and JavaScript, along with a 3rd party API called Spoonacular.
- Implemented user favorites functionality, as well as displaying the data retrieved from the API onto visually appealing cards.

Horizon's Pull *September 2016—December 2016*
- Top down shooting game released by CSULB's video game development association.
- Helped implement shooting mechanics and enemy AI behavior using Unity in the C# language.

Echoes of Tikkun *January 2016—May 2016*
- Side scrolling game released by CSULB's video game development association.
- Helped implement puzzles and basic game functionality using Unity in the C# language.

CAMPUS INVOLVEMENT

Member *January 2016 - August 2018*
Video Game Development Association California State University, Long Beach
Utilized the Unity game engine with C# as the main programming language to program various video games throughout the school semester using Agile methodology, worked with different disciplines such as Art and Narrative for scrum meetings and sprints.

Member *February 2014 - August 2016*
Association of Computing Machinery California State University, Long Beach
Practiced programming in a timed environment, participated in hackathons and helped develop software while having time constraints.

VOLUNTEERING

Staff Pro Volunteer *November 2016*
BlizzCon Anaheim, CA
Delivered customer service to attendees, provided security for the main stage where events happened, provided line control for a Weird Al Yankovic concert.

Anime Expo Staff Volunteer *July 2017, July 2018*
Society for the Promotion of Japanese Animation Los Angeles, CA
Worked for the autograph department and assembled attendees into lines for autograph sessions. Emphasis on crowd control and communication.