Michael Ngo

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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

RELEVANT COURSEWORK & SKILLS

Computer Science, Object Oriented Application Development: Object Oriented Programming
- Utilized Java data structures (Linked Lists, Hashmaps, Queues), Multi-Threading, and GUI to produce Java applications

Computer Science, Software Engineering: Agile Methodology
- Produced an application with a team of 3 other people within the school semester using the Agile method of software development

Computer Science, Distributed Computing: Server and Client Architecture
- Used Java programming language to assemble server and client architectures, emphasized file transferring and uploading

Computer Science, C++ for Java Programmers: C++ programming language
- Gained knowledge of C++ and utilized it to build various applications such as recreating the Othello board game

Computer Science, Organization of Programming Languages: Programming language paradigms
- Learned a variety of programming languages (F#, Prolog, Clojure) and aspects such as their runtime, design, and implementation

Computer Science, Beginning Web Design: Web Design Fundamentals
- Learned HTML and CSS and used them to build various web pages designed with accessibility and usability in mind

Computer Science, Intermediate Web Design: Responsive Web Design
- Focused on responsive web site layouts, implemented using Bootstrap and JavaScript

Computer Science, Data Structures and Algorithms: 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
- Databases: MySQL, MongoDB
- Languages: C#, Java, JavaScript, Python, Typescript
- 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

PROJECTS/TECHNICAL EXPERIENCE

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.

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.

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.

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.

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.

CAMPUS INVOLVEMENT

Member   *January 2016 - August 2018*
Video Game Development Association   *California State University, Long Beach*
- Programmed 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.
- Worked for the Guest of Honor Control department in teams to ensure celebrity guests have a safe trip to and from their destinations within the convention. Emphasis on assertiveness and conflict resolution.