

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

Bachelor of Science

Major: Computer Science

Minor: Web Design & Technologies, Japanese

UCI Division of Continuing Education, **Full Stack Web Development Bootcamp**

Long Beach, CA

May 2019

President's List Scholar

3.566

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. Developed microservices for API endpoints which integrated into the event driven architecture. Used Tailwind UI and Tailwind CSS to make streamlined components. 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 modules.

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.

C++ Programming Language

Gained knowledge of C++ and utilized it to build various applications such as recreating the Othello board game.

Programming Language Paradigms

Learned a variety of programming languages (F#, Prolog, Clojure) and aspects such as their runtime, design, and implementation.

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.

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.