Hardwin Bui

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PROJECTS

Blog My Day   **2023**
MEAN Stack Website
- Designed a responsive web application where people can write blogs and post pictures
  - SITE: https://blogmyday.onrender.com/
  - REPO: https://github.com/HardwinBui/Blog-My-Day
- Utilized React and Bootstrap to build the frontend pages of the website
- Developed and accessed blog databases using MongoDB, Node.js, and Express
- Allowed users to interact together with follows, likes/dislikes, and comments
- Constructed a notification system to inform users of any new engagements

WORK EXPERIENCE

Freelance Work   **Sept 2022 - Oct 2022**
Unity Developer   *Remote*
- Client owns a private website where users earn points from mini-games to redeem for collectibles
- As a developer, I create some of the mini-games for the client to host on the website
  - Mini-games received a 4.6 star average rating from user testing
  - Iterated on features and design of mini-games based on client feedback
- Reduced 10% of development time by implementing an API system for Unity to Firebase
- Worked with client's Firebase database to send and receive player data
- Collaborated with client to establish deadlines for drafted features in each game

Miyoka   **June 2019 - Sept 2019**
Full Stack Developer Intern   *Remote*
- Miyoka hosts a website that recommends classical music to users using machine learning
  - SITE: https://www.miyoka.co/
  - Developed using HTML, JavaScript, Python, Django, and React
- Created the frontend of the landing page that introduces users to new classical music
- Worked with backend engineers to design the database used to store music data
- Discussed website features and development progress in bi-weekly standup meetings

EDUCATION

San Jose State University   **Expected: Dec 2023**
Master of Science: Software Engineering   *San Jose, CA*

University of California - Santa Cruz   **June 2020**
Bachelor of Science: Computer Science   *Santa Cruz, CA*
- Honors in the Major
- GPA: 3.72

SKILLS

- **Languages:** TypeScript, JavaScript, HTML, CSS, C#
- **Software:** MongoDB, Express, React, Node, Bootstrap, Firebase
- **Technologies:** Git, GitHub, Visual Studio Code, Unity Game Engine