

Harry Pham

Full Stack Developer | Sydney NSW

☎ 0416 099 907

✉ harrypham_2@outlook.com

🌐 [/in/harry-pham-developer](https://www.linkedin.com/in/harry-pham-developer)

🐙 github.com/HarryPdot

About Me

A highly detail-oriented individual with a passion for helping others, seeking a career in Software Engineering.

Technologically capable and high knowledge in language and frameworks including JavaScript, SQL and React. Able to work autonomously and under pressure, and posses' good time management to meet deadlines.

Skills

- JavaScript
- React
- Node
- HTML
- CSS
- Ruby
- SQL
- PostgreSQL
- Sinatra
- Operating systems: Linux/Windows
- Data Entry
- Microsoft office
- Figma

Education

General Assembly

Software Engineering Immersive

Extracurricular Activities

Art Mural Volunteer

Bonnyrigg Public School

Volunteer Work

Hoxton Park Cafe

Experience

General Assembly

November 2021 - February 2022

- Intensive full-time, 12 week course covering fundamentals in full-stack software development
- Successfully deployed web apps through Heroku, and GitHub
- Leveraged multiple third party API's
- Developed web applications that utilized several language(s) and frameworks as shown below:

Interactive Tic-Tac-Toe

<https://github.com/HarryPdot/TicTacToe-responsive>

- Use of vanilla JavaScript, CSS and HTML to create mechanisms to keep the game modern and fun
- DOM manipulations

CRUD App - MacBro

<https://github.com/HarryPdot/macBro>

- Built an app that consists of the four basic operations
- Use of Ruby, CSS to create functionality in the app
- Handled Sinatra, SQL, and PostgreSQL to manipulate data
- Requested API to gather data for users desired search
- Created RESTful convention routes

Trainslator

<https://github.com/enyacat/trainslator>

- Integrated multiple APIs to create an app that translates recognized language to target language
- React Single Page App
- Team project – handled git branching out and dealt with conflicts in files
- HTTP request using Axios

Side Project: JavaScriptStory

January 2022 – Present

<https://github.com/HarryPdot/JavaScriptStory>

- Created an idle game out of vanilla JavaScript
- Fetched HTTP request to collect data from API
- Built reusable components