

# Quan Pham

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## EDUCATION

### Seattle University

Sep. 2024 – June. 2028

*Bachelor of Science in Computer Science*

*Seattle, Washington*

- Courses: Fundamental 1 of Computer Science , Fundamental 2 of Computer Science , Data Structure (C++)

## TECHNICAL SKILLS

**Languages:** C++, HTML, CSS, Python, SQL, MongoDB, React.js

**Developer Tools:** Visual Studio code, Pandas, Cursor

## EXPERIENCE

### Video editing

November 2021 – May 2024

*Drama club of Tran Phu - Hoan Kiem high school*

*Hanoi, Viet Nam*

- Trained a filming crew of 5 people on basic video editing and cinematography
- Interviewed 3 Senior to gather feedback, create an informational video about Vietnamese traditions
- Boosted the club productivity 30% by connecting the different parts of the club.

### Sport and Portrait Photography

Sep. 2023 – May 2024

*Tran Phu Basketball club*

*Ha Noi, Vietnam*

- Communicate and work with managers of the basketball club to set up the media day
- Doing as a freelance portrait photography and have earned money
- Enthusiastic in making progress for better production

## PROJECTS

### Transportation Data Science Project

Jan.7 – Jan.27 2025

*Columbia University*

*Seattle, Washington*

- Develop logical thinking and data analytical skills
- Improving coding skills on Python pandas databases
- Can able to make visual storytelling poster easier for users to read and understand the data

## VOLUNTEER

### Children's film festival in Kyoto

September. 9 – November. 27 2025

*Tran Phu- Hoan Kiem High School*

*Ha Noi, Vietnam*

- Successfully get the first prize from the children film's festival
- Empowering the club more famous on the media
- Visualized plan for every members to show collaboration
- Used Davinci Resolve, Adobe Affect for many sophisticated tasks

### Buildspace coding club

April.14 – May.27 2025

*University of Washington*

*Seattle, Washington*

- Documented coding workshops and hackathons, creating promotional videos to showcase projects by CS students.
- Collaborated with developers to produce technical demos, bridging creative storytelling with software development.
- Edited footage using DaVinci Resolve to highlight team workflows, fostering engagement across 50+ club members.