(JAMES) TOAN MINH DO
Software Developer

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OBJECTIVE

A positon within the information technology field. Position would fully utilize excellent education, training, and experience, and offer significant challenge, responsibility, and the opportunity for continued career growth.

HIGHLIGHTS OF QUALIFICATIONS

- Strong background in many aspects of information technology work, and is thoroughly familiar with IT industry products, practices, standards, and protocols.
- Can handle many tasks simultaneously, has excellent attention to detail, and is proven in consistently meeting all organizational and project goals and expectations
- Excellent organizational, communication, analytical, and people skills.
- Thrives in a busy, fast-paced working environment.
- Bilingual, speaking English and Vietnamese fluently.

EDUCATION

WASHINGTON STATE UNIVERSITY, Vancouver, Washington
Bachelor of Science in Computer Science, 2020.

EDMONDS COMMUNITY COLLEGE, Lynnwood, Washington
Associate of Science Direct Transfer Degree in Computer Science, 2017.

PROFESSIONAL EXPERIENCE

METAVRSE
Programmer & Web Framework Specialist (October 2019 – May 2020)
A member of the Augmented Reality Business Card team. Designed and deployed the prototype web service including backend ExpressJS framework and Bootstrap UI frontend. Responsible for integrating the 8th Wall API into AWS Sumerian for the initial prototype.

EDMONDS COMMUNITY COLLEGE, Lynnwood, Washington
Help Desk Support Specialist – Student Technology Advice & Resource Team (October 2014 – June 2015)
Directly responsible for providing assistance to students, documenting student issues, maintaining information technology equipment, assisting with volunteer training, and creating student tutorials.

EMOBI GAMES VIETNAM (Hiker Games Vietnam), Vietnam
Quality Assurance/Game Tester (June 2011 – August 2011)
Responsible for play-testing early builds and versions (during product development), providing feed back to developers, and other game testing-related functions.

TECHNICAL PROFICIENCY

- Programming Languages: C/C++, Java, JavaScript, Python, Swift & HTML.CSS
- Development Tools: Git, Docker, Node, Express.JS, React, AWS Cloud & Heroku
- Database Frameworks: MongoDB, MySQL
- Operating Systems: macOS, Windows, Linux/Unix
- Creative Software: Microsoft Office, Adobe Premiere, Final Cut Pro, Unity

PROJECTS

AUGMENTED REALITY BUSINESS CARDS (Autumn 2019 - present), Frontend Designer & Programmer
Code name/Product name: ARBizCards. A web app designed for mobile browsers that allows the user to create their own AR Business Cards. The user can point their mobile devices with the camera interface from the app at a business card sized flat object, and then specific real time animations will be displayed on top of the surface of the card within the AR view. Templates and different animations will be offered to the users who sign up for an account to use the app.
- Sponsored and supported by MetaVRse (metavrse.com)
- Written in HTML.CSS, JavaScript, with WebGL, Unity, Vuforia integration
- Provided the UI/UX for the website hosting the application
- Helped finalizing design ideas and development directions
- Integrated the ARBizCards' Unity app into the hosting site (WebGL, JS)

SWIFT PACKAGES SEARCH ENGINE (Autumn 2019), Frontend Designer, Planner & Programmer
Code name/Product name: LeSwifter. A web application designed for developers looking for a quick and effective tool to find Swift packages on GitHub. The app scrapes for all Swift packages available on GitHub, with built-in filters to eliminate empty or duplicate packages during the operation. The local database created by the app contains information related to each of the packages: Name, Owner, Dependencies, Tags, Repo's Link.
- Written in Python with implementations of Flask, Whoosh, Jinja2 & PyGitHub APIs
- Frontend user interface created using Bootstrap 4, incombination with Pingendo Bootstrap Builder
- Provided all UI/UX design elements for the project
- Tweaked the PyGitHub API in order to work around the results limit of GitHub

MOBILE PHOTO LOCATION MAPPER (Spring 2019), UI/UX Designer & Support Programmer
Code name/Product name: Pin Pix. An app designed for iOS devices that allows the user to pin their location on the map (using Apple's Maps API), then take a picture which will be tied together with the precise geolocation data. The user can set a title and description for the photo and be able to view that and other photos taken using the app through pins placed on the map.
- Written in Swift with implementations of Maps, Camera & Location APIs
- Provided UI/UX design elements for the project
- Programmed additional minor animations

FTP FILE SHARING APPLICATION (Spring 2019), Programmer
A simple command-line application for Windows and Unix-based systems for sharing, transfering and viewing files between two different computers on the same network.
- Written in C
- Provided all the programming & designing elements for project

PERSONAL ACADEMIC CLASS SCHEDULER (Autumn 2018), UI/UX Designer & Programmer
Code name: Project_Chronic. A program designed for students who are currently pursuing a Computer Science degree at Washington State University (WSU) Vancouver. The application provides a comprehensive "road map" of the courses that they would need to enroll in order to graduate with a Bachelor's of Science degree in Computer Science.
- Written in JavaScript & HTML/CSS with Meteor, NodeJS & Babel development tools
- Designed all UI/UX elements for the project
- Implemented user account management system with additional functions expanded by lead programmer
- Provided additional database programming support during final stages of development

DATABASE SEARCH ENGINE (Spring 2016), Project Lead Designer & Programmer
A search function designed to read from a user-generated database file and outputs its content to the end-user in a sorted manor. The interface includes a table system that can be dynamically sorted by the user.
- Coded in Java with NetBeans IDE & JavaSDK 1.8
- Designed all UI/UX elements for the project
- Led the team of developers for the duration of the project
- Provided the team with design documentation during the early phase of development

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