Max Pham

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EDUCATION

- **University of Toronto**
  Computer Science Specialist — Focus in Computer Systems   *Sep. 2017 – May. 2021*

PROGRAMMING SKILLS

- **Languages**: Python, Java, Bash, C   **Technologies**: RESTful, Requests, Unix, Git, Windows/MacOS

RELEVANT PROJECTS

- **Game Center [Java]**
  Back-end Developer, Unit Tester, Gameplay Tester | Achieved Grade: A (Model Solution)   *Sep 2018 - Dec 2018*
  - Utilizing Google's FireBase Cloud Storage Framework to design and implement an Authorization system to support multi-user logins. As well as, corresponding on-the-cloud saves for each user's progress. Secured user login information security in compliance to SHA-256 encryption, guaranteeing privacy between users and developers.
  - Helped design and implement 2048 game to library.

- **feed.me [Python + Java]**
  Developer + Project Manager | Placed 2nd in Sustainability Category.   *March 2019*
  - Implemented RESTful service for GET, POST commands from the App to server. Incorporated MongoDB as the database framework to store and generate corresponding recipes.
  - Applied Google Vision and Food2Fork API to recognize groceries and receipts to query recipes and keep database updated.
  - **Current Development :** Integrating Google Home/Alexa. Training a more specific and focused ML model with PyTorch. OpenCV for Real-Time Recognition. iOS support.

OTHER EXPERIENCES

- **FPT Information Systems**
  Summer Intern   *June 2018 - July 2018*
  - Conducted Quality Assurance tasks to verify the utmost accuracy in documentations for dashboards and their supporting calculations.
  - Primary Dashboard designer, utilized Microsoft Office tools to present crucial components from Clients business to assist with the decision-making process.

- **Kinton Ramen**
  Kitchen Staff — Part-time   *January 2019 - June 2019*
  - Responsible for assisting ramen masters. Ensuring workplace is meeting the FOODSAFE Green requirement.

EXTRA-CURRICULAR ACTIVITIES

- **Autonomous Robotics Club**   Magee Secondary School
  Co-founder, Back-end Developer   *Sep 2016 - May 2017*
  - Originally non-operational, the club was revived and restructured from the ground up to its updated form with more than 20 recurring members participation. Negotiated and recycled broken computers from teachers to create a fleet of UNIX-based development desktops for members to learn and develop.
  - Co-lead in back-end development and vehicle design of a self-driving 3d-printed car and a quadruped spider. Instructed members in basic wiring, soldering, coding (C#) and safety training for 3d-printer.
  - **Current State :** ARC is now one of the most popular applied science club at school, with its current phase is to train multiple cars to race in obstacle-filled map. With rapid expansion and popularity, the club was sponsored a 3d-Printer given by the generous donation by the school, which was a 10-hour collaboration from every member of the club to build from its bolts.

- **Magee e-Sports Club**   Magee Secondary School
  President   *Sep 2016 - May 2017*
  - Organized weekly SmashBros meetups as well as viewing parties for gaming enthusiasts.
  - Initiated collaborations with Table-top club and the official support from the UBC eSports Association. Helped carried out a spring break tournament for members from high schools in the Vancouver area to participate. Most noticeably, the League of Legends Worlds 2016 Viewing Party had 30 participants, both members and non-members.
  - **Current State :** One of the fastest growing clubs, with more consoles and game-ready computers are being added to the club to ensure everyone can have a good time.