

Max Pham

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EDUCATION

- University of Toronto** Toronto, ON
 - Mathematics Specialist with Applications in Statistics, Minor in Computer Science* *Sep. 2017 – May. 2021*

PROGRAMMING SKILLS

- Languages:** Python, Java, Bash, C **Technologies:** Unix, MS Office, Git, JetBrains' IDEs, Windows, MacOS

PROJECTS

- Game Center [Java]** University of Toronto
 - Backend Developer, Unit Tester, Gameplay Tester* *Sep 2018 - Dec 2018*
 - General:** An Android app that serves as a digital distribution mobile games platform. Users can interact with available games and compete with other players.
 - Main Task:** Utilized and implemented Google's FireBase Cloud Storage. Designed and implemented an Authorization system in compliance to basic security protocols.
- uToronto RESTful API [Python + SQLite3]** Side Project
 - Creator* *Jan 2019 (On-going)*
 - General:** A quick utility to search up course information at University of Toronto
 - Main Task:** Generated database with SQLite3 through Python. Utilized BeautifulSoup module to collect and parse data for POST, GET look ups.

EXPERIENCE

- FPT Information Systems** Ho Chi Minh City, VN
 - Summer Intern* *June 2018 - July 2018*
 - General:** Primary Dashboard designer; Utilized Microsoft Office tools to present note-worthy components from Clients businesses to assist with the decision-making process.
 - Main Task:** Conducted Quality Assurance tasks to verify the utmost accuracy in documentations for dashboards and their supporting calculations.
- PC Galore** Vancouver, BC
 - Assistant* *May 2016*
 - General:** Selected by the Vancouver School Board for the program. Worked under staffs guidance in different parts of the store. Mainly dealt with laptops, desktops and their components, successfully restored and refurbished them to their resalable values.
 - Main Task:** Conducted inventory management, quality check warranting excellent functionality for parts and systems. Developed a fluent skill in working with both hardware and software.

EXTRA-CURRICULAR ACTIVITIES

- Autonomous Robotics Club** Magee Secondary School
 - Co-founder, Back-end Developer* *Sep 2016 - May 2017*
 - General:** A fresh and unique science club where students can learn and creates their own autonomous machines. Taught by fellow students and teacher, members also explore and explore Machine Learning in their designs.
 - Main Task:** Restructured the club from the ground up to its updated form with more than 20 members participating. Negotiated and recycled desktops from teachers that were deemed "broken". Acted as co-lead in back-end development of a self-driving 3d-printed car and a quadruped walking spider. Instructed members in basic wiring, soldering, coding and training for 3d-printer.
 - Current State:** While most of its original founders have graduated, the Autonomous Robotics Club (ARC) is now one of the most popular applied science club at school, with its current phase is to train the car to be able to drive on its own in custom tracks. With rapid expansion and popularity, the club was sponsored our first and very own 3d-printer, 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*
 - General:** The one and only gaming club in school where we celebrate and take part in the social group of gamers. Where we all come together and share the joy of gaming.
 - Main Tasks:** Became President of the club. 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:** Still one of the best clubs in Magee, more and more consoles and accessible computers are being added to the club to make sure everyone can play.