

Minh Thong Mai

tommai@cmail.carleton.ca | (437) 216-3555 | minhthongmai.com | github.com/MinhThong14 | linkedin.com/in/tom-mai

Education

Carleton University

Honours Bachelor of Computer Science Co-op

CGPA: 11.65/12 (A+). On Dean's Honour List since 2019.

Ottawa, Ontario, Canada

Sept 2019 – Dec 2023 (Expected)

Experience

Software Developer Co-op (Full Stack)

Knak

Jan 2023 – Apr 2023

- Participated to API standards refactoring discussions within integration team applying proof of concept of API schema validation using OpenApi specification; ensuring internal and external APIs are consistent and readable
- Developed and deployed features' flag management service by creating user interface and API end points using PHP, Laravel, Docker and AWS (EC2, S3); helping 16 team members efficiently manage development process
- Applied Kubernetes custom controllers and resources to predict future load during pod scaling; reduced users' wait times by 10-15 seconds

Software Developer Co-op (Frontend)

Knak

Sept 2022 – Dec 2022

- Implemented and tested new dark mode and light mode designs to the current UI using Vue, SCSS variables and E2E testing methodology; improving monthly active users by 11%
- Integrated brands' colours from user assets to TinMCE, a WYSIWYG text editor using Vue, Typescript, HTML, CSS; helped company won 3 new contracts with big-techs including Google, Amazon and Stripe

Data Analyst Co-op

Innovapost

Apr 2022 – Aug 2022

- Designed and implemented data model for a data catalog project using ER modelling; improved the data consistency and maintainability, served 100+ data analysts across the entire Canada Post group of companies
- Converted existing technical design spreadsheets from Confluence to metadata intake standard using Python, Pandas; resulted in a consistent source for the next phase of the project
- Automated the data loading pipeline system to the database using Python and TearadataSQL library; increased the accuracy and processing time of initial loads and ongoing updates from few hours to under 1 minute

Backend Developer (Tooling and Performance Co-op)

Nokia

Sept 2021 – Dec 2021

- Debugged URLs' fetching errors when doing tests in the server running on Linux environment; increased the number of passed test from around 60% to over 85%
- Converted PowerShell script that fetches data from Azure Service to Python with a distributed crawling system integration, then containerized it using Docker; optimized running time by 90 times (from 45 mins to 45 secs)

Frontend Developer (Tooling and Performance Co-op)

Nokia

May 2021 – Aug 2021

- Made login by Azure AD on Nokia Application Monitoring Platform (NAMP) more prominent by modifying the default login page of Grafana written in React; increased the attention of users to Azure login option by 90%
- Created auto-enrollment dashboard in NAMP user interface using Javascript, Python, Flask and SQL allowing a user to edit an application's information directly; decreased processing time from 1 day to few minutes
- Visualized max, min, avg running time of servers on clusters using Grafana, Javascript, SQL; helped the team realizes the changes and incidents of an server over a chosen time range, so rose the reliable of the system

Software Developer Volunteer (Beneficent CRM)

CU Blueprint

Sept 2021 – Dec 2021

- Participated in an Agile team of 8 developers, building a CRM web application for a non-profit organization using React, TypeScript and CSS, building a user-friendly UI; improved their service processing time by 90%

Projects

MyPocket

React.js, Node.js, Express.js, MongoDB

- Designed and implemented a handy application similar like a private asset repository using React, Node, Express and MongoDB; allowed users upload, store and share files with friends via shared links

Chess AI

Python, Flask, JavaScript, React, HTML, CSS

- Collaborated with a team of 3 students to build a web application with AI integration written in React, Python and Flask API allowing users to play chess with AI, achieved a grade of 99% ranking top 5% of the class