

Kent Phan

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EDUCATION

Computer Science, B.S. | University of California, Riverside Sept 2022

- GPA: 3.5 – Relevant Coursework: Software Engineering, Natural Language Processing, Data Analysis, Web Development, Game Development, Virtual Reality

Secretary | PCC Computer Science Club Sept 2019 – June 2020

- Introduced and taught general programming concepts such as variables, conditionals, loops, and Object Oriented Programming to students during workshops.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, C#, C++, HTML, CSS, SQL

Frameworks & Libraries: React, Nextjs, Node.js, Tailwind, Express.js, Django, SFML, ASP.NET, .NET

Tools & Methodologies: Git, Docker, AWS, MongoDB, PostgreSQL, CMake, Agile/Scrum, Unity

PROJECTS

Kennekt | *TypeScript, Nextjs, React, tRPC, Tailwind, PostgreSQL, Prisma, AWS S3*

- Created a comprehensive full-stack web application that serves as a dynamic social media platform, offering users a range of features for connecting and sharing content with one another.
- Designed a user authentication system utilizing NextAuth.js and database sessions, providing secure and efficient verification of user credentials.
- Utilized AWS SDK to generate presigned URLs in the backend, ensuring secure sharing of media files from S3 bucket with the frontend, reducing the risk of unauthorized access or data breaches.

ApeJobs | *JavaScript, MongoDB, Express.js, React, Node.js, Material UI*

- Developed a full-stack web app for UCR students and professors with a team of 4 students, following an agile workflow.
- Created a robust REST API server utilizing ExpressJS, managing CRUD operations and seamlessly serving the React client through deployment on Heroku.
- Designed and implemented Mongoose schema for efficient querying of MongoDB database through API endpoints in a web application.
- Contributed and developed frontend elements, including application forms and job listing cards, utilizing functional React components and hooks for a seamless user experience.

InfestationZ | *C++, SFML, CMake*

- Led a team of 3 developers to create an SFML-based 2D top-down zombie survival game built with C++ utilizing the Standard Template Library
- Designed and implemented an optimized A* search algorithm to facilitate seamless entity navigation across a 2D matrix based tile map.
- Incorporated Object-Oriented Programming principles to increase flexibility between classes and code reusability through inheritance.

EXPERIENCE

IHSS Provider | In-Home Supportive Services Dec 2022 – Present

- Proficient in providing in-home care for individuals with disabilities, elderly, or chronic conditions, including assistance with daily tasks, communication, and client financial management.
- Independently conducted vital sign assessments and accurately administer medications following prescribed guidelines, contributing to clients' overall health and comfort.