KENT PHAN

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EDUCATION

Bachelors of Science, Computer Science | University of California, Riverside

📅 October 2020 – September 2022   📍 Riverside, California

- GPA: 3.5
- Relevant Coursework: Intermediate Data Structures & Algorithms, Compilers, Operating Systems, Software Engineering, Natural Language Processing, Data Science, Web Development, Game Development, Embedded Systems

SKILLS

C/C++   C#   Python   JavaScript   TypeScript   HTML/CSS   ReactJS   NextJS   NodeJS   Apollo GraphQL

Type-GraphQL   ExpressJS   NoSQL   Django   Mongoose   Docker

PROJECTS

ApeJobs | 🔗 | 🌐

📅 Spring 2022

- Worked alongside a team of 4 students following an agile workflow to develop a full-stack web app for UCR students and professors to list job opportunities.
- Utilized ExpressJS to develop a REST API server that handled CRUD operations for various models and authentication with JWT.
- Designed intuitive schemas for various models within the application to query our MongoDB database using Mongoose through API endpoints.
- Contributed to frontend design and development by creating application forms and job listing cards using functional React components and hooks.

Covid Dashboard | 🔗

📅 Fall 2021

- Improved analysis algorithm speeds for various analytic endpoints decreasing response times by around 50%.
- Designed and created a dashboard capable of performing CRUD operations on a COVID-19 data set in order to analyze statistics to display alongside various bar and pie charts using React chart libraries.
- Implemented a server using Django that parsed data from CSV and served to a frontend via REST API.

RHealth | 🔗

📅 Fall 2020

- Built application architecture upon design patterns to increase code reusability between HTTP method interfaces resulting in 20% less code written.
- Utilized libcurl and curlpp libraries to query and fetch data from third-party RESTful APIs to display on an interactive CLI.
- Incorporated API calls to multiple third-party APIs, to construct customized health and fitness plans based on user statistics.

InfestationZ | 🔗

📅 Spring 2020

- Led a team of 3 developers to create a 2D top-down zombie survival game built from scratch using C++ using the SFML library.
- Designed game architecture to use game states and incorporated Object-Oriented Programming principles in order to increase flexibility between classes and code reuseability through inheritance.
- Implemented A* pathfinding for zombie traversal by finding the shortest path between the zombie and the player while avoiding walls.