Timothy Ngo

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EDUCATION

Iowa State University

Ames, IA

Bachelor of Science, **Major:** Software Engineering

Expected Graduation Date: May 2021

GPA: 3.70/4.00

TECHNICAL KNOWLEDGE

Languages: Java, C#, C/C++, VB, SQL, HTML, CSS, JavaScript

Tools/Frameworks: JUnit, Spring Boot, Mockito, Gradle, Maven, NET, Moq, Bogus, Fluent Assertions, Git,

GitLab CI/CD, Jira

Concepts: Test-Driven Development (TDD), Agile, Version Control, REST API, Microservices

PROFESSIONAL EXPERIENCE

Hy-Vee Grimes, IA

Software Engineer Intern

May 2018 - August 2018

- Refactored the central pharmacy invoicing process to dynamically set fees
- Implemented strong testing standards for legacy and modern applications by using current frameworks, libraries and best practices
- Developed solutions for pharmacy, inter-company and fulfillment centers within a Scrum product team

Pearson West Des Moines, IA

Test Administrator

May 2018 - August 2018

- Administered and proctored on average 31 exams a day
- Maintained high-security protocols for personal data and client testing
- Diagnosed and fixed disruptions that impeded quality standards

Merle Hay Lanes

Urbandale, IA

Customer Service Representative, Mechanic

November 2016 - February 2017

- Guaranteed customer satisfaction by solving issues in a timely manner
- Cultivated simple solutions for bowling machinery faults
- Persistent methodical testing of solutions to problems with no clear answer

Kumon West Des Moines, IA
Instructor April 2015 - August 2015

• Communicated with other instructors to ensure each student was progressing on schedule

- · Resolved student gaps in understanding by explaining concepts that best fit the student's learning style
- Accustomed to working with a wide range of abilities and personalities

TECHNICAL ACHIEVEMENTS

- Led a development team to create an educational web application
- Designed a relational database and web application to query high volumes of political tweets
- Constructed validation and sorting algorithms for generic lexicographies
- Composed a modern Tetris game using Java
- Created and maintained a REST API with Spring for a real-time, multiplayer video game
- Build a CI/CD pipeline using GitLab tooling to ensure functional code and automate deployment

LEADERSHIP & EXTRACURRICULARS

- Stange House Cabinet, President
- Stange House Cabinet, Vice President
- Karen Acres, Homework Club Instructor

Fall 2018 - Spring 2019

Fall 2016 - Spring 2017

Spring 2018