Philip Vo

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SKILLS & TECHNOLOGIES

Languages	Front end	Back end	Databases	OS	Software	Hardware	Misc.
HTML5	Angular.js	Flask	MySQL	Windows	Git/GitHub	Stellaris	Bash
CSS3	React.js	Node.js	-Workbench	macOS	Eclipse	Arduino	Breadboard
JavaScript	jQuery	Express.js	-MAMP	Linux/Unix	Xcode		Security
C/C++	AJAX	Socket.IO		Ubuntu	VMware	Altera	VANET
Python	Bootstrap	JWT	MongoDB	Red Hat	OMNeT++	-SoCKit	REST
Swift	Skeleton	AWS EC2	-Mongoose	Fedora	µVision	-DE2	CRUD
Java		Nginx		Kali	MATLAB	-Arria II	MVC
SQL					OpenCL/GL	-Nios II	
Verilog					CUDA		TCP/IP
ARM					Quartus	Xilinx	-SSH
x86					Vivado	-Artix-7	-FTP/SFTP
Tcl					LaTeX	-ZedBoard	-HTTP/S
					PuTTY	-MicroBlaze	-Bluetooth

EDUCATION

Coding Dojo   2016
Resident Engineer   Triple Black Belt (highest earning of achievement)

University of California, Davis   2013 - 2015
Master of Science, Electrical & Computer Engineering   Researched VANETs and ITS
In progress   Units completed: 64

University of California, Davis   2009 - 2013
Bachelor of Science, Computer Engineering   GPA: 3.54

PROJECTS

froxxi - froxxi.com   Ronin Dev, 2016
- Social shopping site integrating ShopStyle API to allow users to share links to where they buy clothes.
- Roles: Delegated tasks amongst team of four members. Setup backend server, database, and front end technologies for full MEAN implementation. Secured site using JWT for authentication. Integrated ShopStyle API. Managed GitHub repository, merging conflicts and refactoring code.
- Technologies: MEAN (MongoDB, Angular), JSON Web Token, JQuery, Skeleton, ShopStyle API.

Localator - iOS 9   Coding Dojo, 2016
- Use iPhone's location to actively find distance from your friends for meetup purposes, such as at concerts.
- Roles: Directed and guided team of three members to implement and integrate various technologies into an intuitive iPhone app. Integrated MapKit and Core Location frameworks to map location of connected devices. Designed UI that responsively sends visual, audio, and tactile alerts to users based on distance.
- Technologies: Swift, OS X, Xcode 7.3.1, Core Location, MapKit, Socket.IO, AVFoundation.

VENTOS - VEhicular NeTwork Open Simulator   UC Davis, 2014 - 2015
- Simulator for studying Intelligent Transportation Systems (ITS) where vehicles utilize wireless communications.
- Roles: In a team of five students, individually researched ITS technologies and traffic controllers to implement various intelligent traffic signal controllers with state machines. Coded new module to include bicyclists in the simulator. Contributed in writing papers for submission in multiple conferences.
- Technologies: C++, Python, Ubuntu, OMNeT++, Veins, SUMO, MATLAB.