

Quan Pham

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ABOUT ME

Self-taught developer based in Austin, Texas with a passion for learning and the ability to adapt to both self-starting and collaborative environments while staying focused on achieving high-quality results under strict deadlines.

PROJECTS

- Blog API** ☞ | *React, Node.js, Express, MongoDB* December 2022 – Present
- Design a REST API only back-end to efficiently create a separate client front-end and blog CMS
 - Incorporate authentication using Passport and JSON web token for secure blog editing by admins
 - Employ React-based CMS and user front-end to create a responsive editing and viewing experience
- Members Only** ☞ | *JavaScript, SCSS, Node.js, Express, Pug, MongoDB* Sep 2022 – Oct 2022
- Produced a full-stack “clubhouse” application where only authenticated users can write and view posts to ensure privacy for club-members
 - Implemented Passport.js to allow for secure session-based authentication and seamless integration with Express
 - Validated and stored hashed passwords using bcrypt to protect sensitive user info and simplify the login process
- PC Inventory Manager** ☞ | *JavaScript, CSS, Node.js, Express, Pug, MongoDB* May 2022
- Condensed detailed product specifications using Mongoose models to accommodate a variety of PC part types
 - Developed recyclable and flexible page structures with Pug to utilize conditional rendering with inline JavaScript easily
 - Utilized CRUD methods to allow users full flexibility to add and modify PC parts and categories as needed
 - Adjusted database schemas according to the application changes and assessed project requirements using Agile and Scrum principles
- Hide and Seek Game** ☞ | *React, HTML, SCSS, Firebase, MongoDB* Mar 2022 – Apr 2022
- Constructed a React-based web app while outsourcing the back-end to Firebase to allow focus on game design and streamline server-side storage
 - Provided real-time coordinate validation through Cloud Firestore to take advantage of the asynchronous querying and NoSQL database
 - Created custom hooks to concisely pass states through multiple components necessary for game functionality while maintaining a high level of readability
 - Styled game components using SCSS's nested syntax to allow for easy comprehension and faster load times

EXPERIENCE

- Medical Scribe** Sep 2019 – Dec 2019
Robin Healthcare *Austin, TX*
- Collaborated with over 10 scribes to assess patient-doctor encounters, with documentation turnaround of under 24 hours
 - Remotely navigated HIPAA-compliant health records monthly to incorporate patient data for a network of 300 physicians
 - Maintained high-quality transcriptions that saved orthopedists hundreds of hours a month on documentation

EDUCATION

- The University of Texas at Austin**
Bachelor of Science in Public Health *Austin, TX*

TECHNICAL SKILLS

Front-end: React, JavaScript, HTML, CSS, SASS/SCSS, Webpack
Back-end: Node.js, Express, MongoDB, Mongoose
Developer Tools: Git, VS Code, Jest, Oracle VM, Linux