

# RANDY PHAM

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## SUMMARY

Proven Software Engineer with 3 years of experience creating mobile-first, accessible, responsive, and dynamic web applications. To demonstrate my abilities in software development, I developed the project InTune App that allows users to connect and share music with their friends using React Native, Firebase, and RESTful API methodologies. Always seeking self-improvement and personal growth, I have spent the last 3+ years pursuing a Bachelor's of Science in Computer Science from Arizona State University, where I have learned industry best practices and practical software development standards primarily using C#, Java, JavaScript, C++, etc. I am now looking to continue my career by joining a collaborative and passionate team where I can gain exposure to various aspects of software engineering to build upon my existing knowledge.

## SKILLS

- **Languages:** C#, Java, JavaScript, C++, Python, HTML, CSS
  - **Frameworks:** Unity Game Engine, .NET, Node.js, JSON
  - **Libraries:** React, jQuery
  - **Databases:** SQL (PostgreSQL)
  - **Authorization:** Firebase Authentication
  - **Testing:** JUnit, NUnit
  - **CICD:** Git
- **In an engineer role at your company I will...**
  - Learn how to conduct code reviews and ensure exceptional code quality.
  - Build and deliver high-quality and high-performance features with respect to deadlines.
  - Possess a self-starter mindset and be able to work independently when needed.
  - Collaborate and communicate with a team to ensure timely results.
  - Be coachable and accepting of constructive criticism.

## EDUCATION

### **Arizona State University - Computer Science (GPA: 3.28)**

**Tempe, AZ May 2023**

Learned industry best practices and practical software development standards with a focus on C#, Java, C++, JavaScript, CS fundamentals, SCRUM and agile development, problem solving, game development, and algorithms and data structures. I created and deployed mobile-first web applications while learning new languages and frameworks and taking classes such as Software Analysis and Design, Database Management, Distributed Computing, and Operating Systems.

## PROJECTS

### **InTune App**

**Tempe, AZ 2022 - Present**

InTune is a small-scale social media mobile app for iOS and Android that allows users to connect and share music with their friends. In building this mobile application, I displayed a working knowledge of React Native, Firebase, and RESTful methods to develop the backend infrastructure of the app, client-side authentication, and Spotify music integration.

- Utilized API calls to the Spotify API framework following RESTful methods to integrate Spotify music. Users can quickly search and query any song they would like from Spotify.
- Performed multiple end-to-end (E2E) tests with various hardware emulators to ensure a wide range of device compatibility.
- Implemented user authentication through the Firebase Authentication SDK; authenticated users by sending SMS messages to their phones.
- Maintained a database of user data through the Firebase Realtime Database, which includes their post history and their network of friends.

### **Slime Rancher Wiki**

**Tempe, AZ 2022**

The Slime Rancher Wiki is a small project focused around the popular video game, Slime Rancher. It provides the user various details regarding the slime inhabitants of the game. In building this web-based application, I displayed a working knowledge of Python, Python's Streamlit library, and PostgreSQL to develop a suitable frontend design and backend database integration with SQL.

- Utilized the Streamlit library in Python to develop the frontend design of the web application.
- Created and updated many SQL tables pertaining to the Slime Rancher video game data using PostgreSQL.

- Established a connection between the database and the web application to provide the user with the most up-to-date information.

### **Pong - [Release v1.01](#)**

**Peoria, AZ 2021 - 2022**

A solo project inspired by the classic video game by Atari, Pong. In developing this video game, I displayed a working knowledge of C#, the Unity Game Engine, and UI/UX design to develop a refreshing take on a traditional game and provide a nice player experience.

- Written code for the AI behavior, ball physics, and general game mechanics using the best practices in game design patterns.
- Designed and developed features such as background image selection and background music selection and paddle customization with an intuitive user interface in mind.

### **Nearby Places**

**Tempe, AZ 2020 - 2021**

This small project allows users to search for any type of place around their geographic location. The app will query their search term and provide the closest places that are the most relevant. In building this web-based application, I displayed a working knowledge of C#, .NET, and RESTful methods to develop location-based lookups and the Foursquare API framework.

- Integrated Foursquare's Places API following RESTful methods to gather nearby places around the user.
- Written multiple NUnit tests to ensure the web application works with any form of user input.