Randy Pham

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SKILLS

- Knowledgeable in Unity and using C# scripts to design games
  - Solo developed a Pong game featuring a local 2 player game mode with music and background selection
- Wrote extensive Java code for various projects
  - Worked in a team to deliver features in a limited time for various robots in international robot competition
  - Worked in a team to develop a mock clinic system that stores patient data where doctors and nurses can use
- Programming Languages: C#, C++, Java, HTML, CSS
- Willing to learn and adapt

EDUCATION

Arizona State University – Tempe, AZ

August 2019 – Current   Computer Science (Software Engineering) Degree

- Participated in a hackathon called Sunhacks as first year students. Our team learned how to use Flutter and the Dart programming language as well as created a working mobile app in just 3 days.
- Cumulative GPA: 3.13

WORK EXPERIENCE

No prior experience in the (software engineering) industry

NOTABLE ACHIEVEMENTS / ADDITIONAL INFORMATION

FIRST Robotics Competition - Team 498: The Cobra Commanders

August 2015 - May 2019   Cactus High School Robotics Team

- Robot programmer and website developer at team498.com
- Setting up booths at robot demos and community events with other volunteers
- 1,000+ community service hours volunteering at robotics competitions and events
- Interacted with a variety of people on a daily basis and made them interested in the program