

Randy Pham

Software Engineer

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Peoria, AZ

Education

B.S Computer Science

Arizona State University

August 2019 – May 2023

Relevant Courses:

- Data Structures and Algorithms
- Software Analysis and Design
- Database Management
- Principles of Programming Languages
- Distributed Computing
- Operating Systems

Skills

- C#
- Java
- C++
- SQL (PostgreSQL)
- HTML/CSS
- JavaScript (NodeJS, jQuery)
- Git, GitHub
- Unity Engine
- Unit Testing (JUnit, NUnit)
- Scrum and Agile Development
- Always willing to learn more

Projects

Pong

Inspired by the Atari classic, it is a Unity game written in C# featuring paddle customization, music and background selection, and local two-player mode or versus computer mode!

Skills Used:

- Unity Engine
- C#

Nearby Places Service

A small project utilizing my own web service and Foursquare's Places API that will show and recommend nearby places to users. It takes in any search terms the user has inputted to show relevant places.

Skills Used:

- Foursquare Places API
- C#
- REST web services

Team498.com

A website for Cactus High School's robotics team. The robotics team participates in the First Robotics Competition all year round. The website shows information such as its members, past accomplishments, and sponsors.

Skills Used:

- HTML, CSS, jQuery