

T H A N H L A I

Software Engineer

T / L



New York, NY 11220

tlai1122@gmail.com



(201) 993-8834



<https://www.thanh-lai.com/>



<https://www.linkedin.com/in/thanhlai/>



<https://github.com/Thanh-Lai>

TECHNICAL SKILLS

Proficient: JavaScript (ES6), Node/Express, React, React-Router, React-Redux, Redux, Sequelize, PHP, PostgreSQL, HTML5, CSS, jQuery, Nginx, PM2, AWS, Webpack, Babel, Bootstrap, SQL, Agile (Scrum), Git
Knowledgeable: Python 3.6, Jasmine, Mocha, Enzyme, Socket.io
Some Familiarity: Java, Flask

WORK EXPERIENCE

Guidepoint

Software Engineer

New York, NY

September 2019–Present

- Software Engineer utilizing PHP, JavaScript, MySQL, JQuery, CSS, AWS, and more.

JETSWEAT

Software Development Intern

New York, NY

June 2019–August 2019

- Full Stack Developer utilizing JavaScript, React, Redux, MySQL, CSS, and more.
- Developed new user-facing features using React from designs and wireframes.
- Built REST APIs and updated Redux store to integrate new features.

TECHNICAL PROJECTS

Personal Website: [GitHub Live](#)

Sole Developer

May 2019

- Implemented AI chatbot that answers interview questions and tells jokes.
- Implemented email functionality to allow users to send emails directly to my email account.
- Technologies and Frameworks: JavaScript, Amazon Lex, AWS Lambda, AWS Amplify, AWS Mobile Hub, Google App Script, React, Node, Nginx, PM2, jQuery, HTML5, CSS.

Code O: [GitHub Live](#)

Developer- Team of 4

June 2018–July 2018

- Developed a platform to test the performance of a user's JavaScript code.
- Installed microservice server that runs a docker container which evaluates and measures input code.
- Structured the data visualization graph with Victory using the data outputted from the docker container.
- Technologies and Frameworks: Node/Express, React, React-Redux, Sequelize, Docker, CORS, Victory, HTML5, CSS.

Leggo my Lego: [GitHub Live](#)

Sole Developer- Hackathon: 4 days

June 2018

- Developed a "Breakout" style game using object-oriented programming.
- Structured game stages where each level has new obstacles and increased difficulty.
- Implemented game physics of the ball, paddle, and bricks structures using Phaser3.js.
- Technologies and Frameworks: JavaScript, HTML5, Phaser3.js, Webpack, Babel.

EDUCATION

FullStack Academy of Code

- Software Engineering Immersive Student- NERD Stack (17 weeks)

March 2018–July 2018

Ramapo College of New Jersey - Anisfield School of Business - AACSB Accredited

- B.S. in Business Administration - GPA: 3.7/4.0 *Magna Cum Laude*

Mahwah, NJ

May 2014

CERTIFICATIONS

- Scrum Alliance- Certified Scrum Master (CSM)

May 2017