Vincent Phung

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SKILLS

Languages: JavaScript, HTML5, CSS3, Java, C, MATLAB, Arduino
Frameworks and Libraries: Express.js, Bootstrap 4
Databases: MongoDB, Oracle
Technologies and Tools: Node.js, Git, Git Bash, VS Code, Postman, EJS

EDUCATION

Ryerson University, Toronto
B.E. in Computer Engineering, Software Option   September 2018 – Present
Relevant Courses
Object Oriented Analysis and Design, Algorithms and Data Structures, Discrete Mathematics, and Database Systems
Dean's List (2019-2020)

PROJECTS

Pokédex. (Node.js, Express.js, MongoDB, EJS, JS/HTML5/CSS3) | *https://github.com/VincentP05/MyPoked3x*
- Developed a web application that allows the user to look up Pokémon information
- Incorporated Node.js and Express.js to handle HTTP requests, routing endpoints, and data processing
- Implemented MongoDB Atlas database to store Pokémon information from PokéAPI on cloud storage
- Utilized the Web Speech API for speech recognition and speech synthesis

MiWeather. (JS/HTML5/CSS3, Bootstrap 4) | *https://github.com/VincentP05/MiWeather*
- Developed a web application that displays a 5-day weather forecast
- Used the fetch API to request data from the OpenWeatherMap API and the Google Geocoding API
- Designed user interface with Bootstrap 4 and CSS3

Banking System. (Java)
- Created a banking system with a GUI using JavaFX
- Implement OOP concepts such as polymorphism, architected through UML Class Diagrams
- Incorporated the State Design Pattern to give structure to the application
- Utilized Java's built in file library to store user data, by reading and writing into local text files

GitHub Portfolio Finder. (JS/HTML5/CSS3, Bootstrap 4) | *https://github.com/VincentP05/GitHubFinder*
- Developed a web application that allows users to search through GitHub users and view their recent public repositories
- Utilized the fetch API to request user's data from the GitHub API
- Used the Document Object Model to dynamically update the page as user inputs text

Snake. (JS/HTML5/CSS3) | *https://github.com/VincentP05/Snake*
- Created a browser-side Snake game, that stores gameplay data in local storage
- Utilized HTML canvas, to render game

Portfolio. (JS/HTML5/CSS3) | *https://github.com/VincentP05/Portfolio*
- Designed a personal portfolio website to introduce myself and showcase projects