Chris Vo

408-821-4888   vo.chris.k@gmail.com   [LinkedIn](#)   [Github](#)   [Portfolio](#)   San Francisco/Bay Area

SKILLS
JavaScript, React/Redux, Java, SQL, HTML5, CSS3, MongoDB, Node.js, Git, C++, jQuery, Python (learning)

PROJECTS

Harmony (React/Redux, Ruby on Rails, PostgreSQL, HTML5, CSS3, Heroku)   [Live Site](#) | [Github](#)
A pixel perfect clone of Discord that allows users to communicate with others in real-time.
- Developed single-page app by incorporating client-side routing using React Router, allowing for seamless navigation.
- Optimized performance by decreasing amount of Ajax requests and reducing server load through custom SQL queries.
- Integrated Websockets in application using Ruby on Rails' Action Cable and Redis for live messaging.
- Designed RESTful API using Ruby on Rails to handle multiple CRUD operations in relation to application's entities.
- Introduced HTML5 and CSS3 best practices in app by defining semantic HTML and reusable CSS, ultimately yielding smooth and intuitive interface.

SWEETT (MongoDB, Express.js, React/Redux, Node.js, Heroku)   [Live Site](#) | [Github](#)
A time tracking and goal setting app for software engineering job seekers.
- Coordinated team of four to develop the app by organizing daily standup meetings, maintaining Git workflow, reviewing pull requests and merge conflicts, and planning wireframes and technical designs.
- Incorporated cloud storage in application using MongoDB Atlas, allowing for universal accessibility and scalability.
- Developed time recording feature with pause, play, and stop functionalities using React and state management.
- Demonstrated strong collaboration skills by assisting team members on debugging and resolving various issues.
- Implemented RESTful architecture by defining routes using Node.js and Express.js and HTTP requests using Axios.

Interactive Twelvefold Way (JavaScript, Canvas, HTML5, CSS3)   [Live Site](#) | [Github](#)
An interactive visualization of twelve, combinatorial formulas for a mathematical audience.
- Devised algorithms to translate each formula to code and validate each arrangement based on formula's constraints.
- Leveraged Object-oriented principles and designed UML Diagram in order to have maintainable and reusable code.
- Implemented dynamic movements using mouse and custom collision detection, adding layers of interactivity without compromising educational information.
- Created feature to retain each arrangement visually using HTML5 Canvas, allowing users to keep track of their correct submissions.

Amusement BLOX (Roblox Studio, Lua)   [Live Site](#)
A game in Roblox revolving around an amusement park with various attractions and minigames.
- Built the game from scratch using game design methodologies, Roblox's game editor *Roblox Studio,* and Lua at the age of thirteen, accumulating over 50,000 game visits/plays and attaining consistent 200+ concurrent players.
- Enhanced the overall game experience by actively maintaining and updating the game through player feedback and selling 1000+ copies of various in-game items and cosmetics to incentivize playability.

EDUCATION

App Academy - Immersive software development course with focus on full stack web development (2020)
San Jose State University - *BS - Applied and Computational Mathematics* (2019)
- **Relevant Coursework:** Data Structures and Algorithms, Object Oriented Design, Database Management Systems, Advanced Java Programming, Advanced Unix/Linux, Applied Probability and Statistics, Linear Algebra, Graph Theory

EXPERIENCE

Pizza Cook/Cashier
Bona Pizza, Apr 2016 - Jun 2018
- Delivered 50+ high quality orders daily by preparing and cooking pizza using various kitchen utensils and equipment.
- Trained and supervised 2+ employees to prepare pizza and ingredients, increasing efficiency and quality of orders.
- Ensured customer satisfaction by providing exceptional service over the phone or in person in store.