

# Chris Vo

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## Relevant Experience

### Software Engineer

October 2024 - Present

*Cognitive Talent Solutions, Part Time*

- Currently developing a ONA platform that leverages Generative AI in a small team as a full-stack developer using technologies such as TypeScript, React, Fastify, and PostgreSQL
- Develop a REST API utilizing 3 separate PayPal APIs in a Fastify and Node.js microservice to incorporate the subscription and payment flow for the platform

### Software Engineer 2

June 2022 - July 2023

*PayPal, Full Time*

- Expanded an internal case management tool's UI features and functionalities globally using React, JavaScript, Redux, and Node.js, supporting 3 additional international jurisdictions
- Enhanced 3 backend microservices using Java, Spring Boot, and Oracle DB, and integrated them to the UI using React and Redux

### Software Engineer

July 2021 - June 2022

### Associate Software Engineer

July 2020 - July 2021

*Fidelity Investments, Full Time*

- Developed and launched several single-page web experiences in the retirement income space for 10,000+ existing Fidelity Investments customers using TypeScript, Angular, and Redux
- Collaborated with UI/UX designers to transform Figma wireframes into responsive and accessible web pages and elements, ensuring seamless mobile and desktop experiences
- Achieved and maintained 100% code coverage by writing unit and end-to-end tests in every raised pull requests when necessary using Jest and Cypress
- Led a team of 8 new developers as a Tech Lead to develop and launch a web application in a monorepo within 3 months through code reviews, mentorships, and pair programming

## Other Experience

### Indie Video Game Developer

June 2007 - June 2010

- Developed several games on the Roblox platform using the game editor Roblox Studio and Lua at 13-16 years old, achieving over 100,000 visits, earning \$1,500 in revenue, and kick-starting my interest in software development and programming
- Incentivized replayability and retention by routinely updating the games with new gameplay elements and creating and selling various in-game cosmetics and items

## Education

### App Academy

March 2020

### San Jose State University

May 2019

*B.S. in Applied and Computational Mathematics, Minor in Computer Science*

## Skills

**Programming & Web Languages:** TypeScript, JavaScript (ES5+), Sass/CSS, HTML, Java, SQL

**Technologies & Frameworks:** Angular, React, Redux, RxJS, Spring Boot, Node.js, REST, GraphQL

**Tools & Platforms:** Git, Github, Bitbucket, Npm, Jest, Cypress, Webpack, Babel, Postman, Vite