Alan Ngo
Software Engineer

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❖ Experience

NeverEnding Inc. • *Software Engineer* • *October 2020 - November 2024*
- Developed user-friendly and responsive web pages using React + Typescript, SCSS, and Zustand.
- Interfaced with AWS S3, Amplify, EC2, Route 53 to spin up web services and Vercel for CI/CD.
- Created in-house UI library with SCSS and React to create template form elements and buttons used across all applications.
- Achieved 16% faster load times and improved stability through code maintenance and refactoring.
- Built an application that catered to over 42,000 users across various platforms.
- Coded in Python using Django framework to create backend api endpoints.
- Collaborated with the design team to build an in-house tool for artists to streamline asset upload process.

<u>NeverEnding Web Applications</u>
- **NeverEnding Web App**
  A social media platform that supplies custom art assets for creating and sharing TTRPG stories.
- **Vstreamer / Preediction**
  An avatar creator that uses AI-powered facial recognition library paired with voice detection to bring your created virtual avatar to life.
- **Vox Storia**
  An online marketplace designed for TTRPG content creators and enthusiasts.

Digital Future Lab • *Software Engineer & Game Designer* • *June 2017 - Mar 2019*
- Coded in Unity using C# to develop bot behavior, allowing for competitive multiplayer and singleplayer gameplay.
- Built an in-house editor in parallel with designers to speed up level development.
- Conducted usability testing with 20 monthly candidates to gauge game mechanics and level design.
- Wrote design documents to facilitate communication of design choices among different teams.

❖ Projects

Climate Convos Capstone • *Lead Developer* • *Sept 2017 - June 2018*
- Oversaw a team of 5 designers/developers in developing a climate change app with a focus on research, development, and design.
- Developed, and designed application using Firebase, Objective-C, Sketch, and XCode.
- Held monthly meetings with stakeholders to brainstorm and evaluate app experience.
- Employed agile and scrum methodologies to deliver weekly app iterations.

❖ Education

Major in Interactive Media Design, Minor in Computer Science
University of Washington • Bothell, WA • Sept 2014 - Mar 2019