Alton Phan

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EDUCATION

University of Houston — **Expected: Dec. 2024**
*Bachelor of Science in **Computer Science**, Minor in **Mathematics*** — **GPA:** *3.5*

Awards
Deans List (Spring 2023), Deans List (Fall 2022)

Relevant Coursework
Algorithms and Data Structures, Operating Systems, Computer Networks, Data Science and Machine Learning

EXPERIENCE

ACS Absolute Comfort — **May 2022 − Aug. 2022**
IT Intern — *Houston, TX*

- Maintained a website with JavaScript and Bootstrap to enhance user experience and functionality
- Managed infrastructure with SQL to handle data storage and retrieval for a mySQL customer database
- Worked with a team to update and optimize website performance for employees on an internal work order tool

H-E-B — **Feb. 2020 − May 2021**
Cashier — *Richmond, TX*

- Processed an average of **35** transactions per hour accurately maintaining a quick and precise checkout process
- Developed strong communication skills by interacting with diverse customers daily
- Thrived in a fast-paced retail environment, quickly adapting to unexpected situations with problem-solving ability

PROJECTS

alton.dev | *HTML, TailwindCSS, JavaScript*

- Built a personal portfolio website with modern visuals and styling for an engaging user experience
- Developed a responsive design using mobile first design philosophy, ensuring seamless viewing on all devices
- Added functionality for interactive animations and effects, enhancing user engagement

Custom Trained AI Chatbot | *Python, Flask, HTML, CSS*

- Created a custom-trained chatbot using OpenAI's GPT-3, capable of engaging in natural language conversations
- Utilized app routing for seamless frontend to backend communication through designated endpoints
- Built a message display system, facilitating conversational transitions and an uninterrupted user experience

Client/Server Decompressor | *C/C++*

- Developed a program using compression/decompression algorithms to achieve efficient data encoding/decoding
- Utilized UNIX multithreading to improve performance by processing data concurrently
- Employed mutexes and condition variables to ensure thread safety and prevent race conditions during execution

LEADERSHIP / EXTRACURRICULARS

Team Lead — **Sep. 2022 - Present**
Code Coogs — *Houston, TX*

- Managed a team of **4** people to collaboratively create assets and content for a game project
- Conducted frequent scrum sprints, team meetings, progress discussions, ensuring project goals and timelines
- Monitored stages of development creating a final product, recieving a **14/15** score from club sponsors and judges

TECHNICAL SKILLS

Languages: C/C++, Python, HTML, CSS, R, JavaScript, TypeScript, SQL
Frameworks: TailwindCSS, React, Node.js, Flask, Bootstrap
Developer Tools: Git, GitHub, Linux, VS Code, R-Studio, GameMaker Studio 2, MySQL
Libraries: pandas, NumPy, OpenAI, PyPDF2, Pycryptodome