Angelic Phan

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Skills Summary

- **Expert Skill Level:** C++, GitHub, Microsoft Suite, Apple, and Google Applications, English
- **Intermediate Skill Level:** Java, Python, C, SQL, IntelliJ IDEA CE, Atom, Linux, VS Code, Html, Css, Bootsrap, Adobe Animate (CC), Vietnamese
- **Personal Skills:** Strong work ethic, problem solving, critical thinking, organization, writing, creativity, communication, experienced in object-oriented programming, quickly learn and master new technologies, successful working in both team and self-directed settings

Education

Portland State University (PSU), Portland, Oregon
Pursuing Bachelor of Science in Computer Science, Expected Graduation: March 2020

- **Colleges:** Maseeh College of Engineering & Computer Science, University Urban Honors College
- **Academic Honors:** President's List, Dean's List
- **GPA:** 3.85

Elective Courses:

CS 311 Computational Structures, CS 410P Advanced Topics in C++ Programming, CS 410 Intro. to Computer Vision, CS 410P Computers, Sound & Music, CS 410P Advanced Java, CS 465P Full stack Web Development (IP)

St. Mary's Academy, Portland, Oregon
High School Diploma, Graduation: 2015

- **Academic Honors:** First Honors, Scholar-Athlete, National Honor Society member
- **GPA:** 3.88/3.63

Notable Projects

- **ChocAn:** Worked as part of a five-member team to develop a data processing software for the fictional medical organization ChocAn. Analyzed functional requirements, developed code, and tested software applications. *Tools:* IntelliJ IDEA CE, Java, Junit 5, and GitHub
- **ASCII Chess:** Worked individually to develop an ASCII chess game that supports two player games between human versus human. *Tools:* C++, C++ STL
- **Hybrid Images:** Worked individually to develop software that combines two input images into one output hybrid image where image perception depends on the viewing distance. *Tools:* Python3, OpenCV
- **MADulator:** Worked as part of a three-member team to develop a functional music generation, editing, and visualization software. *Tools:* Atom, Python3, and GitHub
- **LeavesCalculator (IP):** Am currently in an eight-member team to develop a web app for PSU to assist their employees in the process of determining eligibility for, and calculating protected, paid, and unpaid leave. *Tools:* Atom, Django, Python3, Sqlite3, GitHub, and Postman
- **ATAC Arcade (IP):** Am currently in a three-member team to develop a gaming arcade web app. *Tools:* Visual Studio, Html, Css, Bootstrap, Javascript, MongoDB, WebSocket, and Github
- **Thesis (IP):** Am currently working on a thesis regarding early arcade culture with case studies of Street Fighter, Pacman, and Donkey Kong.

Work Experience

Student Lab Preparation Assistant, PSU Department of Chemistry, October 2015 to Present
Assists in preparation for teaching lab courses and maintenance of lab facilities and equipment. Assists in inventory and data upkeep.

Cashier, Sears Holdings, June 2015 to November 2015
Provided excellent customer service in a fast-paced environment.

Other Information About Me

I am interested in game development despite not being a huge gamer myself. However, I am open to exploring different sects of computer science. I enjoy and appreciate the combination of creativity, critical thinking, problem solving, and art. I may not have a lot of work experience in the field, but I am a team player and will always give my all.