

Aucoeur Ngo

phonetic: 'o-kur'

Software Engineer, Full Stack

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SUMMARY

- Former techlab manager career pivoting into Software Engineering from Digital Library Development
- 2+ years experience coding in Python, Javascript & Go for Backend & Frontend Web

WORK EXPERIENCE

Intern, CyberSecurity Tools

Jun 2021 - Aug 2021

CodeDay Labs

Remote, US

- Deployed internal phishing awareness campaign (54% click-through, 33% successful capture)
- Built containerized tools & applications deployed on Linux instances provisioned on EC2 & DigitalOcean
- Collaborated on a team of 3 interns, mentored by Nicholas Tong, Sr. Security Engineer at AMSYS IS

Team Lead, Industry Partner Collaboration Project

Oct 2020 - Jan 2021

Dominican University of California

San Rafael, CA

- Facilitated sprints, planning, retrospectives & client demo meetings using Agile methodology as PM / SCRUM master on team of 5 engineers
- Developed web-based GUI & data pipeline to parse, clean, save & retrieve data to/from Google Sheets
- Automated 75% of workflow for data processing & generation of custom PDF forms for eSignature

Curriculum Assistant, Computer Science

Sept 2020 - Jul 2021

MakeSchool.org

San Francisco, CA

- Refactored instructional projects to be implemented across different frameworks, ie. Django & Flask projects using PostgreSQL to MERN stack (MongoDB / Express / React / Node.js); REST to GraphQL
- Developed comprehensive Data Structures & Algorithms reference guide distributed to 200+ students

Techlab Manager & IT Associate

Oct 2015 - Aug 2019

California Institute of Technology

Pasadena, CA

- Spearheaded a summer pilot makerspace program into a thriving & permanent lab
- Managed rotating team of 7-10 student workers, volunteers and library staff
- Consulted for faculty, post-doc, grad & staff researchers to develop unique design & fabrication solutions
- Administered service for 600+ users, onboarding 10-25 new users per month, averaging 425+ successful print jobs between 85+ unique users monthly (data collected Sept 2015 to Dec 2018)

TECHNICAL PROJECTS

WeVote // <https://wevote.us>

- Contributed to WeVoteServer, the Django backend of WeVote, an open-source project dedicated to increasing voter participation (40k+ users)
- Wrote Python unit tests for retrieving JSON data from PostgreSQL db via API endpoint ([PR #1648](#))

pdlauncher // <https://www.npmjs.com/package/pdlauncher>

- Published NPM utility that launches peardeck session in-browser via command line (600+ downloads)

Gravity Squares // <https://github.com/aucoeur/GravitySquares>

- Released cross-platform desktop app inspired by classic retro block game using Electron, ReactJS & Redux

3Dprinting Visual Displays // <https://www.thingiverse.com/thing:2512390>

- Designed & distributed open source CAD models as a visual learning aid for newcomers to 3D printing, used in school & universities, internationally (190k+ views, 42k+ downloads)

EDUCATION

Bachelor of Science in Applied Computer Science

Dominican University of California

Aug 2019 - Aug 2021

San Rafael, CA