

Austin Pham

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EDUCATION

July 2018 – Expected 2020

RMIT University

Bachelor of Computer Science – GPA 3.9 / 4.0

July 2017 – June 2018

The University of Melbourne

Bachelor of Science – Computing and Software system – WAM 73.75

EXPERIENCE

Mar 2019 – Jul 2019

Classcom – Full-Stack Enginner (Intern) – Melbourne VIC, Australia

Used **Blaze** framework with **Meteor Javascript** for online chat system.

Configure **API**, **Pub-sub models**, Implemented **SCSS** for user interface.

Nov 2018 – Mar 2019

MYSTR – Software Engineer – Melbourne VIC, Australia

Consult with MCG (Spotless) to deliver a shift management solution.

Integrated **MongoDB**, **Express.js**, **Node.js**, **React.js** and **Twillio API**.

PROJECTS

RMIT Social Media

*Fully responsive, mobile friendly social media built with **ReactJS**, **SpringBoot**, **Maven**, **MySQL**, **H2-Database**, **JWT**, **Web Socket**, **JPA**. Built with **Scrum**. Tested with **JUnit**, **WebdriverIO** integrated with **Google Cloud**, **Travis CI & CD**.*

BoxBy - 1st place out of 30 teams in RMIT ITS Hackathon 2019

*An IOT solution that provides offline education with cache Internet. It is built in with a light weight dashboard with **Express.js** and **Node.js** for back-end.*

Recycle Pi - 7th place out of 40 teams in UNIHACK MELBOURNE 2019

*A motion sensing IOT solution to detect recyclable materials using **Raspberry Pi**, **Google Auto ML**, **Amazon Polly**. The device provides a customisable dashboard using **React.js** and **Django** for back end.*

Safely - CodeBrew 2019 Hackathon project

*A solution that improves campus safety for student. Key features: Security Escort, Buddy pairing, Realtime sharing using **Flask**, **Rest API**, **React.js**, **Express.js**, **Socket.IO**, **Google Cloud Vision**, **QR Code**, **OpenCV**, **Google Map API**.*

BitStat

*Bitcoin conversion, visualisation application using **React.js**, **Chart.js**, **Google Lambda Functions**, **AWS EC2**, and **Python**. Was selected to be a model project for RMIT Cloud Computing Summer 2018.*

MonsterMash

*Web platform multiplayer game written **Object Oriented** with **ES6 Javascript**, **BabelJS**, **Socket.IO**, Implemented **Webdriver.IO** for testing. We use **Dijkstra's Algorithm** for our AI.*

SKILLS

Operating System:

MacOSX, Windows, Linux

Programs:

Adobe Photoshop, Adobe Illustrator, Adobe XD, Figma, IDEAs,...

Languages:

HTML, CSS, SCSS, Javascript, Java, Python, C, MySQL,...

Others:

Bootstrap, Foundation, JQuery, React.js, Node.js, Express.js, Chart.js, MongoDB, MeteorJS, WebdriverIO,...

Cloud:

AWS, Google