

# Austin Pham

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## EDUCATION

July 2018 – Expected 2020	<b>RMIT University</b> <i>Bachelor of Computer Science – GPA 3.9 / 4.0</i>
July 2017 – June 2018	<b>The University of Melbourne</b> <i>Bachelor of Science – Computing and Software system – WAM 73.75</i>

## EXPERIENCE

Mar 2019 – Jul 2019	<b>Classcom</b> – Full-Stack Enginner (Intern) – Melbourne VIC, Australia Used <b>Blaze</b> framework with <b>Meteor Javascript</b> for online chat system. Configure <b>API</b> , <b>Pub-sub models</b> , Implemented <b>SCSS</b> for user interface.
Nov 2018 – Mar 2019	<b>MYSTR</b> – Software Engineer – Melbourne VIC, Australia Consult with MCG (Spotless) to deliver a shift management solution. Integrated <b>MongoDB</b> , <b>Express.js</b> , <b>Node.js</b> , <b>React.js</b> and <b>Twillio API</b> .

## PROJECTS

### RMIT Social Media

Fully responsive, mobile friendly social media built with **ReactJS**, **SpringBoot**, **Maven**, **MySQL**. Fully 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,..
Cloud:	AWS, Google