**BRIAN PHAN**

Corvallis, Oregon – Phone: 541-360-9231 – xuanbach1307@gmail.com – https://www.linkedin.com/in/brphan/ – <https://bachsofttrick.github.io/>

Full stack web developer with experience in designing, deploying, and maintaining web applications. Skilled in .NET, JavaScript, React, MySQL, Docker, with a strong background in Linux systems and Agile development. Committed to building efficient, user-friendly tools and contributing to the growth of mission-driven projects.

**EDUCATION**

**Oregon State University** 6/2027

*Master of Engineering, Computer Science*Corvallis, Oregon, USA

**Ho Chi Minh University of Technology**

*Bachelor of Engineering, Electrical Engineering and Telecommunications*Ho Chi Minh

Viet Nam

**WORK EXPERIENCE**

**OSU COLLEGE OF AGRICULTURAL SCIENCES** 9/2025

Corvallis, United States – Software Developer

* Managed and maintained the OregonFlora codebase and infrastructure to ensure reliability and long-term usability for researchers.

**OSU EXTENSION SERVICE OUTDOOR SCHOOL** 9/2024 – 10/2024

Corvallis, United States – Web Assistant

* Maintained the portal through which school districts and teachers can access the application, reporting systems, resources for developing outdoor school programs.
* Technology migration: From Umbraco 8 to Drupal 10 to improve stability, performance.

**ICC INNOVATIVE CONSULTING** 11/2020 – 11/2022

Ho Chi Minh City, Vietnam – Software Developer

* Maintained and optimized a B2B distribution management system, focusing on promotions and deal calculation accuracy.
* Enhanced the activity generation algorithm, achieving a 96x speedup in runtime efficiency.
* Developed and deployed An Sinh, a large-scale social security relief application supporting 9 million citizens during COVID-19 in Ho Chi Minh City.

**PROJECTS**

[**REVERSI: MINIMAX VS MONTE CARLO**](https://github.com/bachsofttrick/reversi-ai531)– [Paper](https://github.com/bachsofttrick/reversi-ai531/blob/master/paper.pdf)

* Designed and compared two AI algorithms across many configurations using multithreading.

[**OBJECT DETECTION AND MONITORING THROUGH UAV**](https://github.com/bachsofttrick/dronectrl-with-tracking) – [Paper](https://github.com/bachsofttrick/dronectrl-with-tracking/blob/master/paper.pdfhttps://github.com/bachsofttrick/dronectrl-with-tracking/blob/master/paper.pdf) | [Thesis](https://github.com/bachsofttrick/dronectrl-with-tracking/blob/master/thesis.pdf)

* Engineered drone system for object detection, tracking and surveillance.

**SKILLS**

* Language: C#, Python, HTML, CSS, Javascript, PHP, Bash
* Frontend: React, Vue
* Backend: .NET, NodeJS, NestJS, ExpressJS, Laravel
* Database: MySQL, MongoDB, SQLite, Redis
* Tools: Git, Docker, Rancher
* Systems: Linux, Windows