



Bach Vo

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Summary

I am a Software Engineer currently living in the San Francisco Bay Area. I love building things and learning about technology. I attended Simon Fraser University where I received a Bachelors of Science with Co-operative Education at the School of Interactive Arts and Technology. I have 6 years of web development experience and it is my passion to learn about web technologies and leveraging this skill to help people and organizations realize their full potential.

Web Skills:

JavaScript, HTML, CSS, React.js, Ember.js, GraphQL, Express, Node.js

Experience

Senior Software Engineer

LinkedIn

Mar 2018 - Present (2 years 8 months +)

I am on the UX foundations team on the Careers organization. My role on this team is to help our engineers be more productive by building systems and tools to help them with developer velocity. I am responsible for the site speed performance of the LinkedIn Jobs pages using the latest web technologies to reach our milestones. Lastly, I am responsible for reliability of our site and to maintain the availability of linkedin.com/jobs to millions of job seekers.

Skills:

JavaScript, Ember.js, HTML, CSS, Kibana, Elasticsearch

Software Engineer

LinkedIn

Apr 2016 - Mar 2018 (2 years)

I was a product engineer on the Careers team. My role on the team was to work with product managers and design partners to build new products that would help job seekers find their next opportunities.

Products built:

Easy Apply, Referrals, Open Candidates, Open-to-work

Skills:

JavaScript, Ember.js, HTML, CSS

Associate UI Engineer

LinkedIn

Jun 2015 - Apr 2016 (11 months)

I was a product engineer on the Careers team. My responsibility was to learn as much as possible about the stack and to familiarize myself with the product development process at LinkedIn. My role on the team was to

work with product managers and design partners to build new products that would help job seekers find their next opportunities.

Skills:

JavaScript, Backbone.js, Marionette.js, HTML, CSS



Web Designer Intern

CopperTree Analytics

Aug 2012 - Feb 2015 (2 years 7 months)

- User Interface Designer: Design front-end aesthetics
- User Experience Designer: Design user-centered workflow and user experience
- Data Visualization: Built dashboards and reports using Logi Analytics
- Experience with Agile software development



Graphic Designer Intern

BlackBerry

Sep 2011 - Aug 2012 (1 year)

Roles & Projects:

- Graphic Designer: Design graphics for marketing campaigns
- Web Designer: Design websites for teams within the organization
- Marketing & Communications: Wrote copy for marketing campaigns



Marketing Intern

Downtown Surrey Business Improvement Association

May 2011 - Sep 2011 (5 months)

Roles & Projects:

- Marketing & Communications: Create marketing campaigns for events
- Graphic Designer: Create marketing materials for events
- Videographer & Editor: Create promotional videos for events
- Web Designer: Design and implement a new website for the organization

Technologies:

Illustrator, Photoshop, InDesign, Final Cut Pro, WordPress, SQL, PHP, HTML5, CSS3

Education



Simon Fraser University

Bachelor of Science (B.Sc.), Interactive Arts and Technology

2009 - Jun 2014

- Design
- Co-operative Education

The School of Interactive Arts + Technology (SIAT) at SFU is an interdisciplinary research focused school where technologists, artists, designers and theorists collaborate in innovative research and immersive study. Inspired

by the creative economy, SIAT combines applied computing, the science of human experience, the analysis of media, art and culture, and the implementation of new technologies.

Skills

Adobe Creative Suite • Interaction Design • Web Development • User Interface Design • User Interface • Web Design • User Experience • User-centered Design • JavaScript • CSS

Honors & Awards



2nd Place at the SIAT Showcase Competition - SIAT

Dec 2013

Every year, the School of Interactive Arts + Technology puts on a showcase filled with the best projects the school has to offer. Our team was the runner-up in the category of Physical Prototyping.