BANG PHAM

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An adaptive & enthusiastic Computational Media major seeking for an internship opportunity for a software engineer position

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY
Junior in Bachelor degree of Computational Media
Graduation date: Dec 2018 - GPA: 3.79
Major courses: Object Oriented Programming, Data Structure, Object Design

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SKILLS

LANGUAGES & TECHNOLOGY : Java, JavaScript, HTML/CSS, SQL, Bootstrap, Git, NodeJS, Angular, Firebase

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PROJECTS

GT ThriftStore (in progress): Modern e-commerce web/mobile application that is tailored to the specific task of buying and selling goods. Required GT ID to maintaining the security and exclusivity that students desire. (developed with MongoDb, ExpressJS, Angular, NodeJS)

Water crowd-funding: Desktop application that supports finding clean drinking water and reporting on testing results. Users can report on locations where water is available. (Java, Google Map API, HTML, CSS)

QuickPoll(HackGSU): QuickPoll is Android application that allows you to create and responds any day to day question that needs outside opinions in your local environment. Technology used: Android Studio, Adobe Illustrator, Fluid.UI

BRAVO Seft-Service (CareerBuilder Q1 Hackathon): UI plugin that allows admin to customizing Talent Network website theme in real time, rather in the admin panel. Implemented using MEAN stack

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EMPLOYMENT

CAREERBUILDER - Software Engineer Intern: Jan - May 2017
Improve module automated unit-test coverage up to 99%.
Optimized caching service for search input to eliminate caching empty results. Audit Web Accessibility in Bravo and Academy templates to meet American with Disabilities Act Compliance Standards

HOME DEPOT - Software Engineer Intern: May- August 2017

Created automated pipelines to move silo data to the Google Cloud Platform. This plays a smaller part of a bigger project with then end goal to have the data analyzed for transaction declines, fraud activities and gaining more insight to drive sales. Estimated to reduce error diagnostic time up to 50%.

Built internal API to diagnose health of multiple data pipelines throughout the company, enabling users to easily integrate this tool to their application at minimal efforts. Used Google Cloud Datastore and Cloud Pubsub. Built in Java.

SOCIAL ACTIVITIES

-Graphic designer for Vietnamese Atlanta Football Club & 2016 Fall Festival
- Volunteer at BPSOS non-profit organization, Christmas Gift Charity event,
- Mural painter, soccer fanatic.