BAO LUONG

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EDUCATION

University of California – Irvine, Irvine, CA   **Sep 2017 – Dec 2019**
- B.S in Computer Science. Specialized in Software and System. GPA: 3.57
- Dean's Honor List

RELEVANT EXPERIENCE

Patientor (2021 - present) – React, TypeScript, Node, Express, MongoDB
- Developing a medical record storage system using the **MERN** stack
- Built specified **REST** APIs to serve data to the front-end with **Express** and **MongoDB**
- Front-end features a clean and simple interface using **React** and **SemanticUI**
- Managed complex state using **Redux**
- Utilized **TypeScript** for both front-end and back-end to ensure type compatibility and ease of development

React Portfolio (2021) – React *github.com/bnluong/my-react-portfolio*
- Designed and developed a single page website using **React** and **Tailwind CSS**
- Utilized **API** calls with EmaiIJS and Google reCAPTCHA
- Streamlined development and deployment using a **CI/CD pipeline** with **GitHub Actions**

Buy-a-Movie (2020) – Java, JS, HTML, CSS, jQuery *github.com/bnluong/buy-a-movie*
- Designed and developed a full-stack e-commerce website that sells movies featuring browsing, searching, shopping cart, check out, login, create account, and database authentication
- Utilized **Microservices** architecture to achieve front-end back-end separation
- Built specified **API endpoints** using **Java** and **MySQL**
- Optimized SQL queries to increase the API's response time by more than 100%
- Implemented **CRUD** operations for shopping cart using **AJAX** calls to back-end APIs
- Featured a simple, intuitive, minimalistic, and responsive design front-end

Nightmare Survivor (2019) – C# *github.com/Arma15/BestGame*
- Designer and programmer in a team of 7 people to create a top-ranking prototype computer game for the senior project course
- Developed a prototyped 3D, first-person computer game in which players' nightmares manifest and become reality using **C#** and **OOP** principles
- Utilized **Agile** methodology during development with the use of **Sprint** resulting in the increase of the development efficiency by 25%

LANGUAGES AND TECHNOLOGIES

- Java, C, C++, Python, SQL, JavaScript, TypeScript, HTML, CSS
- React, Redux, Tailwind, Node, Express, GraphQL, MongoDB, MySQL
- Linux, Visual Studio, Visual Studio Code, Eclipse, Git