

Bryan Ngo

US CITIZEN · ASPIRING SOFTWARE ENGINEER

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Education

University of California, Davis

B.S. IN COMPUTER SCIENCE AND ENGINEERING, MINOR IN STATISTICS

- CS GPA: 3.5/4.0

Davis, CA

Sep. 2015 - Exp. June. 2019

Work Experience

Genentech

BIOLOGICS DRUG SUBSTANCE MANUFACTURING IT INTERN

- Deprecated the process of doing data analysis with Google Sheets for multiple teams on campus by deploying a harmonized database.
- Used the previously mentioned database to create automated data analysis dashboards with Tibco Spotfire.
- Deployed Google Apps Scripts to automate smaller data analysis procedures in Google Sheets, saving hours of work per week.
- Assisting in establishing a digital signage standard accross the campus.

Vacaville, CA

Jun 2017 - PRESENT

Skillset

Languages (Proficient): C++, Java, HTML, CSS, JS/Google Apps Script

Languages (Familiar): C, Python, Bash, Prolog, Lisp, PHP, R

Platforms & Frameworks: Linux, Apache, MySQL, MongoDB, Express, Angular, Node, macOS

Useful Tools: Git, \LaTeX , Vim, CLI

Coursework

Data Structures & Programming, Software Engineering, Algorithm Design, Programming Languages, Cryptocurrency Technologies, Discrete Mathematics, Computer Architecture (Current).

Extracurricular Activities

DCSC (Davis Computer Science Club)

CORE MEMBER '15 & SECRETARY '16 & TREASURER '17 & TUTOR

- Assisted in building a stronger CS community on campus by providing professional resources/events and connecting members.
- Improved my communication of CS concepts by tutoring students in lower division CS courses.

Davis, CA

Sep. 2015 - PRESENT

BCNC (Business Careers and Networking Club)

CO-DIRECTOR OF TECHNOLOGY

- Implemented a resume database using the MEAN stack to maintain better networking capabilities offered by the club.
- Assisted in maintaing the club website using HTML/CSS/JS.

Davis, CA

May. 2017 - PRESENT

Sno-House

PRESIDENT

- Founded a small organization whose goal is to create small gaming applications.
- Managing two teams whose current objectives are to implement discord bots using a Python wrapper for the Riot API.

Fairfield, CA

Jul 2017 - PRESENT

Projects

Powerball Picker | The Better Quick Pick

SKILLS/TOOLS: PYTHON, BEAUTIFULSOUP, NUMPY

- Implemented a web scraper in Python using BeautifulSoup to determine if Powerball picks are actually random.
- Able to run 1,000+ simulations to measure the normality of power ball draws to date.

Oct 2017 - May 2017

Visu-rithm (HackDavis) | Visual Algorithms for the Curious Programmer

SKILLS/TOOLS: SWIFT, SPRITEKIT

- Implemented an insertion sort visualization for iOS using SpriteKit to help new programmers understand the algorithm.

Jan 2017

League Report Card | Play Smarter

SKILLS/TOOLS: JAVA

- Implemented a match summary reporter using a Java wrapper for the Riot Games API.
- Writes data to a csv file to be read into data visulizations.

Apr 2017 - May 2017