

Bryan Ngo

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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. Jun 2019

Relevant Coursework: Data Structures & Programming, Software Engineering, Algorithm Design, Programming Languages, Cryptocurrency Technologies, Discrete Mathematics, Computational Linguistics.

Work Experience

Genentech

BIOLOGICS DRUG SUBSTANCE MANUFACTURING IT INTERN

Vacaville, CA

Jun 2017 - PRESENT

- Prototyped a full stack web application using Grails that allowed users to read and write to a database with more than a million lines.
- 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 an hour of work per week.
- Researched and spoke to various Digital Signage vendors in efforts to establish a digital signage solution across campus.

Skillset

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

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

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

Useful Tools: Git, \LaTeX , Vim, CLI, Spotfire

Extracurricular Activities

DCSC (Davis Computer Science Club)

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

Davis, CA

Sep 2015 - PRESENT

- Assisted in building a stronger CS community on campus by providing networking and programming events to over 100 students at least once a week for 10 weeks per quarter.
- Improved my communication of CS concepts by tutoring students for 3 hours a week in lower division CS courses.

BCNC (Business Careers and Networking Club)

CO-DIRECTOR OF TECHNOLOGY

Davis, CA

May 2017 - PRESENT

- Implemented a resume database using the MEAN stack to improve networking capabilities for over 13 partner organizations.
- Assisted in maintaining the club website using Jade/CSS/JS.
- Developed a custom voting application for new officer applicants.

Projects

Magic Mirror | Add Some Tech to your Morning Routine

SKILLS/TOOLS: JAVASCRIPT, MAGICMIRROR² - [HTTPS://GITHUB.COM/BRYNGO/MAGICMIRROR](https://github.com/bryngo/magicmirror)

Jul 2017 - Present

- Built an interactive magic mirror powered by a Raspberry Pi.
- Enables users to see the weather, read the news, and more - all without using a mobile device.
- Contributed an open source slideshow module to the developer community.

Powerball Picker | The Better Quick Pick

SKILLS/TOOLS: PYTHON, BEAUTIFULSOUP, NUMPY - [HTTPS://GITHUB.COM/BRYNGO/POWERBALL-SMARTPICK](https://github.com/bryngo/powerball-smartpick)

Oct 2017 - May 2017

- 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.

League Report Card | Play Smarter

SKILLS/TOOLS: JAVA - [HTTPS://GITHUB.COM/BRYNGO/LEAGUE-REPORT-CARD](https://github.com/bryngo/league-report-card)

Apr 2017 - May 2017

- 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 visualizations.

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

SKILLS/TOOLS: SWIFT, SPRITEKIT - [HTTPS://GITHUB.COM/BRYNGO/VISU-RITHM](https://github.com/bryngo/visu-rithm)

Jan 2017

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