Binh Vo

binhvo07@gmail.com | 312.866.4209

EDUCATION

TRINITY COLLEGE
Hartford, CT
Trinity Posse Scholar
BS in Computer Science
May. 2019

DIS ABROAD SCANDINAVIA
Copenhagen, Denmark - Spring 2018
Program of Study: Game Development
Skills utilized: Visual Studio •Unity Game Engine •C#

COURSEWORK

COMPUTER SCIENCE
Object Oriented Programming
Software Designs
Computer System
Data Structures and Algorithms
Computer Security
Theory of Computation
Statistics

SKILLS

PROGRAMMING
Proficient:
•Azure Virtual Machine
•Java •Git •Python
Familiar:
•Web Development
•HTML/CSS/Javascript •Android Development •C#

TOOLS/APPLICATIONS
•Visual Studio Code •Android Studio
•Intellij •Version control •Vim

OPERATING SYSTEMS
Windows • Mac • Linux

LINKS

Github: www.github.com/bvo773
LinkedIn: www.linkedin.com/in/binh-v0

PROFESSIONAL EXPERIENCES

MICROSOFT Support Engineer - Azure Virtual Machine
July 2019 – Current | Fargo, ND | Chicago, IL
- Use Kusto query to pull data tables for Azure resources from Azure database
- Consult Microsoft partners with implementation of script to automate the deployments to deploy, encrypt, and resize Virtual machines using PowerShell, Azure CLI, or ARM template
- Provided and documented technical solutions for Azure infrastructure, specifically virtual machine, and automation to Microsoft partners and team
- **Skills utilized:** •Linux/Windows •Bash •Powershell •Azure •Kusto

AIROOM ARCHITECTS Software Engineer Intern
January 2017 - August 2017 | Lincolnwood, IL
- Designed and implemented webpages for sales department using HTML, CSS
- Utilized JSON format to update objects data in User Interface
- Maintained and wrote loosely coupled Java code for Android applications for marketing, sales, and accounting department
- **Skills utilized:** •Java •HTML/CSS/Javascript •JSON

TREND/CT MIRROR Data Visualizations Intern
December 2015 – April 2016 | Hartford, CT
- Worked with data reporter to analyze bail bond statistics rate in CT for Hartford State Capital non-partisan news outlet
- Implemented leaflet map and table visualizations for underlying bond rate data, using Javascript open source graphing libraries
- **Skills utilized:** • HTML/CSS/Javascript •Statistics •Libraries(Leafletjs) •Plotjs •JSON

PROJECTS

Trinity Plantam - Android
- Modeled database storage architecture and implemented algorithms to search and sort campus events
- Designed UI login/sign up pages, implemented functionalities to sign up, authorize, and authenticate users to google Firebase database
- **Skills utilized:** Java • XML • Android Studio • Firebase • Design Patterns • Unit Testing

Elementals 3D Unity Game
- Built a 2D cross-platform game using C# and Unity Engine libraries and assets
- Implemented player elemental abilities functionalities using vectors
- Voted for best graphics for the project game
- **Skills utilized**: Visual Studio Code • C# • Unity Game Engine • Photoshop

Python Botdict
- Built a dictionary using Oxford API and NLTK, requests module
- Dictionary can return word definitions, sentences examples, and its synonyms and antonyms from the JSON response
- **Skills utilized**: •Python •Oxford API •JSON