

# CALVIN PHAM

408-836-3482 | pqcalvin@gmail.com | San Jose, CA, 95122 | LinkedIn

My Website

## EDUCATION

---

**University of California, Berkeley**

May 2022

*Bachelor of Arts in Computer Science*

GPA: 3.51

## TECHNICAL SKILLS

---

**Programming Languages:** Python, Java, C, C++, Golang, HTML/CSS, JavaScript, SQL, NoSQL, RISC-V

**Systems Knowledge:** x86, Linux, RISC, MIPS, OpenMP

**Tools & Frameworks:** Git, GDB, Gurobi, Mockito, JUnit, Google Cloud Platform

**Dev Ops & CICD:** make, Docker

**Applications:** SQLite, MongoDB

## PROJECTS

---

### Cryptographic File Sharing System | Golang

- Designed and developed a multi-user, concurrency supported, secure file sharing system.
- Supports confidentiality, integrity, and authenticity of user account data and files through public key encryption, HMAC, AES-CTR block chaining, SHA-512 hashing, and symmetric encryption.

### Pintos Operating System | C

- Co-designed and co-implemented enhancements to an operating system, for user program execution, syscalls, thread management, and file systems.
- Created a concurrency supported LRU buffer cache for an Inode based file system, and a priority donation algorithm for thread synchronization functionality.

### Gitlet | Java

- Designed and developed a fully functioning file version control system that mimics the features of Git.
- Supports most git features including branches, commits, checkouts, logs, resets, and merges.

### RookieDB | Java

- Designed and developed various functions for a bare bones database implementation.
- Implemented B+ tree indices, efficient join algorithms, query optimization, multi-granularity locking to allow concurrent execution of transactions, and database recovery through logging.

### Realistic Water Physics Simulator | C++, Blender

- Co-designed and co-developed a realistic 3D water simulator, with water physics derived from fluid dynamics research papers.
- Utilized multi-threading and hashing for particle physics calculations and polygon mesh graphics generations.

## EXPERIENCE

---

### **Pioneers in Engineering Club**

**September 2019 - December 2019**

- Maintained C API code responsible for RC car functionality and communication.
- Supervised in competitions where high school students operate code controlled RC cars to achieve objectives.

## RELEVANT COURSEWORK

---

- |                                    |  |   |   |
|------------------------------------|--|---|---|
| • Artificial Intelligence          | • Database Systems                               | • Efficient Algorithms & Intractable Problems | • Machine Structures                      |
| • Computer Programs                | • Discrete Mathematics & Probability Theory      | • The Foundations of Data Science             | • Principles & Techniques of Data Science |
| • Computer Graphics & Imaging (IP) | • Designing Information Devices & Systems I & II | • Operating Systems & Systems Programming     | • User Interface Design & Development     |
| • Computer Security                |  |   |   |
| • Data Structures                  |  |   |   |