

Chloe Ngo

📍 Seattle, WA, U.S. ✉ chloengo1704@gmail.com ☎ 3609324449 🌐 chloeNgo99

🎓 EDUCATION

- Computer Science Undergraduate, University of Washington** Jan 2022 – present
Relevant courses: Software Engineering, Database Systems (SQL), Data Structure Algorithms & Discrete Math I(C++). U.S.
- Computer Science Undergraduate, Washington State University** Aug 2021 – Dec 2021
Relevant courses: Java Advanced Data Structure, Linear Algebra, Computer Architecture, Pullman, U.S.
Probability & Statistics.
Award : Acent Scholarship 2021
- Associate in Art Degree, Edmonds College** Sep 2017 – Aug 2020
Relevant courses: Java, C++, Calculus II, Physics II. Edmonds, U.S.
Java Developer Cert.

💼 PROFESSIONAL EXPERIENCE

- Barista / Team Lead, Atulea** Nov 2020 – Aug 2021
Seattle, U.S.
- Managed relationships with clients to connect and create the moments that make a difference in each person's day.
 - Performed the opening and closing procedures for balancing the cash register with high volume transactions roughly 300 + per day.
 - Successfully trained three baristas on making drinks and stored procedures and got promoted 2x.
- Student Assistant, North Seattle College** Jan 2021 – Jun 2021
Seattle, U.S.
- Manage a warm and welcoming environment by greeting and assisting students as they registered in and other trouble-shooting for the Student Learning Center.
 - Assist students with related computer questions as required and general assistance to provide a supportive atmosphere.

📁 PROJECTS

- HPurple Ebike Software System** Jan 2022 – Mar 2022
- Defined project roles and responsibilities in close collaboration with stakeholders including project scope and objectives to ensure a cross-functional understanding amongst project members.
 - Successful developed a complete software lifecycle model to design an ebike software system that provides affordable efficient and convenient ride-sharing services in metropolitan areas such as Seattle.
 - Team lead in designing a high-level software system including collecting user stories, persona, user's pain points, software requirements, activity diagrams, software architecture diagrams, and creating an integration testing plan.
- Private Tutor** Jan 2021 – Aug 2021
- Assisted 15 students individually on Java and C++ projects and school work.
 - Tailor the problem-solving skill-set that fits with an individual student's study plan and programming skills resulting in improving students' programming skills in a short period (~ 3 months).
- Snake Game** Mar 2021 – May 2021
- Built a snake game which implements 2D array map files using C++.
 - Designed different algorithms and data structures to make the character move by using the "WASD" key along with compiling multiple source files.

🧠 SKILLS

Java Programming | C++ | Git/Github | SQL | Assembly Language