



# Matthew Pham

Student

Incoming college sophomore interested in computer science and technology. Seeking an internship for Summer 2019 to gain industry experience.



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## CURRENT & PREVIOUS TECHNICAL COURSEWORK

**CS 196** Freshman Honors

**CS 173** Discrete Structures

**CS 225** Data Structures

**ECE 110** Introduction to Electronics

**ECE 120** Introduction to Computing Honors

**ECE 220** Computer Systems & Programming

## PROGRAMMING LANGUAGES

Java



C/C++



C#



Python



HTML/CSS



## PROFESSIONAL EXPERIENCE

### Summer Intern (2 Summers)

Manutronics, Inc.

June 2016 – July 2016, May 2017 – July 2017

Milpitas, CA

Printed Circuit Board manufacturing company contracted by companies such as Qualcomm, Kingston, and Broadcom.

#### Achievements/Tasks

- Oversaw the production of Printed Circuit Boards; managed a Surface Mount Technology pick and place machine.
- Ensured the quality of each circuit board; programmed each board and packaged the boards to send to customers.
- Diagnosed malfunctioning systems, equipment, and electrical parts, via using test equipment to identify the cause of breakdown.

## PROJECTS & ACTIVITIES

### Undergraduate Research Assistant

I work with Thong Nguyen at the University of Illinois Electromagnetics Laboratory to develop a web-based circuit simulator and assignment submission platform. Both tools will be used by ECE 400/500 level courses.

### UITraffic

**CS 196 Semester Project** – Helping people avoid crowded areas for walking traffic purposes and predict ahead of time if a location will be populated to help make plans. For development purposes, the locations were notable areas around the University of Illinois at Urbana-Champaign's campus. I worked with React Native (JavaScript library), a UNIX environment, MySQL, PHP, HTML, and CSS. The team also utilized the Agile workflow to efficiently achieve set tasks each week.

### IoT SmartHub

**ECE 120 Honors Semester Project** – A modular solution to dorm room automation. The device receives sensor input and produces a specified output on a device such as a light bulb. I worked on the server backend and website which handled the usage of the device.

### MechMania (February 2019 - Present)

**Infrastructure Developer** – I am on the backend infrastructure development team for MechMania, the AI hackathon at the annual UIUC student-run Reflections | Projections tech conference. We work on web-based tools that handle matchmaking, team registration, tournament logic, and connecting teams.

## EDUCATION

### Bachelor of Science in Computer Engineering

University of Illinois at Urbana-Champaign

Expected Graduation: Spring 2022

Champaign, IL

## ACHIEVEMENTS

### Dean's List (Spring 2019)

Named to the Grainger College of Engineering Dean's List after academic success in the Spring 2019 semester.

### API World 2017

1st Place Winner of the Dell Boomi Challenge at the largest API Integration Hackathon in the nation.

### FIRST Robotics Competition Regional Engineering Inspiration Award (March 2018)

Award that celebrates outstanding success in advancing respect and appreciation for engineering within a team's school and community. Qualified FRC Team 2854 for the 2018 FIRST Robotics Championship in Houston, TX.