DAVID **VO**

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Software engineer and full stack developer with a strong background in data-analytics and user acquisition. Experienced working at tech startups in Seattle for the past two years.

Skills

Languages:	JavaScript (ES6), Python, Ruby, C#, C++, Java
Technologies:	React.js, TensorFlow, NumPy, Pandas, Next.js, Express.js, Mongoose, Handlebars, jQuery, Node.js, Rest, AWS, Bash, Git, Docker, HTML5, CSS3
Tools:	MySQL, MongoDB, Jest, PyCharm, WebStorm, VSCode, Unity, Scrum, Agile

Projects

Scissors Survivor
Creator/Developer

Remote
Feb 2023 – Present

- Built a multistage 2D survival game based on Rock, Papers, Scissors using C# and Unity
- Integrated A* pathfinding algorithm to direct enemies to the player
- Designed 4 stages that the player can traverse through as the difficulty of the game increases

Gymder
Full Stack Developer

Remote
May 2023

- Utilized WebSocket to enable live end-to-end web chats between users
- Created a RESTful API to retrieve and modify user data between the client and server
- Integrated touch recognition to create responsive UI elements on desktop and mobile devices

Cheerio
Frontend Developer

Remote
April 2023

- Integrated third-party APIs to dynamically serve content to the user
- Utilized third-party JavaScript frameworks to animate page elements

Experience

Zeacon
Intern – User Acquisition and Copy Writing

Bellevue, WA
Oct 2021 – Aug 2022

- Lead a $40,000 paid search campaign that drove the first 1,000 signups to the platform
- Leveraged campaign data and analytics to iterate and refine copy and campaign structure
- Excelled under the pressure of being in an early stage bootstrapped startup

Education

University of California, Berkeley
Full Stack Web Development Bootcamp (3.9 GPA)

Mar 2023 - Jun 2023

University of Washington, Seattle
Bachelor of Arts – Accounting

Sept 2017 – Aug 2019