

Daniel Phan

Bachelor of Computer Science, Game Design Minor

Computer science major at Texas A&M seeking to leverage coding and communication skills in the software engineering field. Familiar with working in groups, version control, documentation, and end-user experience. Interested in working in both front-end and back-end sides of software development.



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SKILLS

Front-end & Back-end

C++ / Java / Python

JavaScript / Node.js / React

PostgreSQL / MySQL

Git

Computer Building

INTERESTS

Database Design

User Interface / User Experience

Virtual Reality

EDUCATION

College

Texas A&M University

08/2018 - 05/2022

3.757

WORK EXPERIENCE

Software Engineer Internship

HDL Research Lab

09/2019 - 08/2020

Brenham, Texas

Designs and manufactures power electronics for military and aerospace applications.

Achievements/Tasks

- Created a server-client program with a GUI utilizing C++, Qt, and Boost libraries that built and maintained a database. Featured a login system and user roles for personalized experience. Managed user expectations and developed features as feedback was gathered. Supported Windows XP, Vista, 7, 8, 10, and Linux subsystems.
- Started a cross-OS file sharing system on an Ubuntu server.
- Computer hardware maintenance, assembly, and disassembly.
- General I.T. networking, permissions management, and virus cleaning.

PROJECTS

Solarbitrage

- Performed arbitrage on the Solana blockchain. Traded on the automated market makers, Orca and Raydium, by calculating profitable trades between their shared cryptocurrency pools.
- Firebase's Realtime database and Firestore were used to store persistent data used for back-testing and displaying data on a web based dashboard.
- Javascript, React, and Bootstrap used on the front-end for overall theming and user experience.
- Typescript and Node.js were used in the back-end for the arbitrage algorithm and database interactions.

Minecraft Multiplayer Records

- Personal Ruby on Rails web application. Made importing custom music into multiplayer Minecraft easier.
- Upload music files to a web page and download a zipped file that contains converted files that could be imported into a Minecraft server.

Recycle Or Die

- Software developer for a virtual reality application. Taught users what types of materials could be recycled.
- Developed inside Unity using the XR Interaction Toolkit, targeted Oculus Quest 2 platforms.

Veterinarians Without Borders Members' Tracker

- Web application using Ruby on Rails and PostgreSQL for a Texas A&M club. Supported an editable home page, file uploading, logins with Google OAuth, and an attendance tracker with QR codes.

ACHIEVEMENTS

Dean's Honor Roll (06/2019)

HDL Research Lab Scholarship 2000\$ Reward (08/2020)

Distinguished Student Award (12/2020)