





Davina Pham

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Education

Georgia Institute of Technology
M.S. in Computer Science

Expected July 2026

University of California, Irvine
B.S in Biological Sciences (GPA: 3.71)

Graduated Spring 2020

Technical Skills

Languages: JavaScript | Java | C# | C++ | SQL | HTML | CSS

Platform and Technologies: Electron.js | Express | MongoDB | React | Docker | Linux

Project Management and Tools: Agile | Jira | BitBucket | Git

Tools: Github | Eclipse | Visual Studio | IntelliJ

Work Experience

OpenEye, Cadence Molecular Sciences - Software QA Intern UI Focused **May - September 2024**

- Developed automated test scripts using Squish to validate user interface functionality
- Wrote documentation contributing to teams' knowledge base and process improvements
- Submitted and tracked bugs and test cases using Jira and Bitbucket
- **Technologies:** Squish | JavaScript | HTML | CSS | Bash | Git | Bitbucket | Jira

Huntington Beach School District - Events Specialist Coach **September 2019 - Current**

- Coordinated and led practice sessions for 15-40 athletes
- Provided mentorship and individualized feedback to support athletic and personal growth
- Collaboration with coaching staff to plan training schedules

Scribe and Medical Assistant **August 2020- August 2022**

- Used EMR EMA to record patient encounters and update accurate medical records
- Provided assistant during medical procedures, i.e biopsies, surgeries, and cosmetic procedures
- Managed administrative tasks, i.e scheduling appointments and handling patient inquiries

Project Experience

Web Application - [Personal Portfolio](#) **Summer 2025**

- Created a personal portfolio showcasing myself
- **Technologies:** HTML | CSS | Javascript

Automated Pokemon Battle Simulator **Spring 2025**

- Designed and implemented a turn-based battle simulator as part of a software architecture and design course
- Built a Java Swing GUI to visualize battle progression and manage simulation flow
- Containerized the application using Docker
- Assisted in the integration go PostgreSQL for persistent Pokemon data storage
- **Technologies:** Java | Swing | Docker | PostgreSQL

Unity-Based Video Game **Fall 2024**

- Developed a 3D video game using Unity's GUI tools and physics engine
- Implemented character mechanics, animations, and collision detection
- **Technologies:** C# | Unity

Human-Computer Interaction Research **Fall 2024**

- Studied core HCI design principles and applied them through design critiques and wireframes
- Conducted user interviews and usability testing to improve interface mockups
- **Technologies:** Figma

Student Management System Application **Spring 2023**

- Developed an interactive, menu-driven application to manage student profiles
- Implemented seven key features including grade tacking, profile editing, searching, and data validation