

Don Vu

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About Me

Software engineer with experience in developing Java-based applications. Possess a B. S. in Computer Science from the University of Florida and completed a bootcamp-styled training program on full stack Java. Seeking to be a vital contributor and grow with your organization.

Experience

Cognixia- Basking Ridge, NJ

April 2020- July 2020

Full Stack Java Developer (Remote)

- Designed Java Spring Boot applications for clients.
- Added and refactored features of preexisting applications to enhance efficiency and usability.
- Created JUnit tests to verify working functions and identify bugs.
- Established MySQL/MongoDB database functionality to access and store large volumes of data.
- Troubleshoot issues and fixed bugs to maintain a working application.
- Collaborated with other developers in building cohesive software.

DEEP Designs LLC- Gainesville, FL

September 2017 – December 2017

Student Backend Web Developer and Product Manager (Remote)

- Implemented user functions and database communications for a MEAN stack web application.
- Handled communications and arranged meetings between team and client
- Ran SCRUM meetings with team for checking progress and assistance.
- Tested and debugged databases to ensure data is transmitted and correct.
- Set up, deployed, and maintained on Heroku as a host for the application.
- Written documentation about the application for future reference.

Projects

School System Application with Microservices (Java Spring Boot)

- Linked established services together to create more comprehensive functions and combining data from separate databases.
- Developed model and view component management by utilizing Spring MVC.
- Composed a fallback function for application failure, load balancing, and a Zuul proxy service for the Eureka server with Spring Cloud.

Employee Management Application with RESTful Services (Java Spring)

- Configured MySQL database with RESTful services, with functions executing MySQL commands.
- Utilized servlets to carry out functions and display data at specific addresses.

Interactive Instructional Website (JavaScript, HTML, CSS, jQuery, GSAP)

- Planned and created animations using CSS and GSAP to help students visually learn and grasp topics.

Unity Game "Event Horizon" (C#)

- Built enemy AI by creating and utilizing behavior tree data structures. Allowed the game to have a more compelling experience with scaling difficulty, more complex behaviors, and enemy customization.

Education

Udacity

React Nanodegree Program

December 2020 – present

University of Florida

Bachelor of Science – Computer Science – 3.5 GPA

May 2016 – May 2019

Skills

- Java, Spring framework, JSP, JSTL, Servlets, JUnit, RESTful services, Microservices
- HTML, CSS, JavaScript, MongoDB, AWS, React, NodeJS, C#, MySQL, Git