

Elizabeth Dinh

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Experience

U.S. DoD Full-Stack Software Engineer

April 2021 – present

- Maintain an active U.S. secret security clearance.
- Assist senior developers with UI/UX development, business process and logic translation, and database procedure development/integration.
- Write modern, performant, and robust code for a diverse array of client and internal projects.
- Work with a variety of different languages, frameworks, and content management systems such as JavaScript, Vue, Node.js, ASP.NET, Django, jQuery, SQL, Sass, and PureCSS.
- Communicate and collaborate with multi-disciplinary teams of engineers, designers, project managers, clients, and stakeholders on a daily basis.

Projects

Virtual Pet Game/Mood Tracker

January 2021 – April 2021

- Submitted as an entry to CruzHacks 2021.
- Used Godot, GDScript, and Python to make a virtual pet game that also helps keep track of the user's moods over time.
- Designed mockups and visuals including pet sprites, buttons, and backgrounds.
- Won a \$2000 sponsorship from UC Santa Cruz to continue the project as a team of 4 to launch our innovation to the real world.

Skills

Methodologies: Scrum, Agile, usability testing, A/B testing, user interviews, wireframes, prototypes, use case analysis, heuristic evaluations, user stories

Languages/Frameworks: Java, Python, Django, JavaScript, SQL, Vue.js, ASP.NET, Node.js, HTML, CSS, Sass, jQuery, PureCSS

Software Tools/Engines: Git, UNIX, Visual Studio, Azure DevOps Server

Education

University of California, Santa Cruz

Graduation Date: August 2020

- B.A. in Computer Science and B.S. in Cognitive Science