Francis Phan

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Software Engineering Knowledge and Skills

- Experienced in object-oriented programming; developing, testing and debugging code; designing interfaces; and administering systems and networks.
- Experience in designing, configuring, developing and querying databases.
- Experience working in an Agile Environment.
- Able to quickly learn and adapt to new languages and technologies.
- Proficient working in both team and solo environments.

Education

Portland State University, Portland, Oregon
Pursuing Bachelor of Science in Computer Science, Expected Graduation: August 2021

- CS300 Team Project:
  - *Project Scope:* Worked as part of a five-member team to develop an appointment booking system for multiple clinics. Patients would be able to create an appointment and view past appointments while Clinics would be able to generate billing reports and send them to the patients.
  - *Tools:* C++ and SQLite3

Relevant Courses Completed (not including the Capstone prerequisites):

- CS 410P - Advanced Topics in C++ Programming
- CS 465P - Full Stack Development
- CS 485 - Cryptography
- CS 488P - Cloud and Cluster Data Management
- CS 494P - Internetworking Protocols

Work Experience

Portland State University – Portland, Oregon
Facilities IT System Administrator Assistant, October 2018 to Present

- Provided networking support, account maintenance, updates and maintenance for AiM Ready system, and generated/maintained reports for Facilities & Property Management staff. Additional projects included maintenance of the public and private Facilities & Property Management websites, development of new private website, organization/management/maintenance of mobile devices, addressing support tickets in response to staff issues with the AiM Ready system, and minor assistance in development of the Customer Request system used by PSU 2Fix.

Technology Summary

- Expert Skill Level: Visual Studio, Windows, SQL
- Intermediate Skill Level: C, C++, Java, Linux, Unix, Python, MongoDB, SQLite3, HTML, JavaScript
- Basic Skill Level: CSS

Other Information About You

I created a Space Invaders-esque game in C++ using the SDL2 library. Personal projects include a market tracker and crafting calculator for a game that I currently enjoy playing. For work I use Eclipse to generate BIRT reports by user request.