Hardy Pham

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Work Experience

Zulip *(May 2017 - Present)*
Open Source Contributor

- Developed new features for Zulip's open source chat application
- Designed backend fixes to address bugs
- Increased testing coverage through unit and functional tests

Shazam *(July 2016 - Sept 2016)*
Software Engineer Intern • San Diego, CA

- Maintained and developed the music submission control panel
- Designed a new upload system, saving the upload team 20+ hrs of work per week
- Designed REST APIs to parse and update music track information
- Created front-end features to improve user efficiency
- Refactored backend APIs, improving code maintainability and readability

Projects

Inertial Guidance System

- Created a system that interfaces an IMU to provide users with sensor readings
- Designed a desktop control panel with Python's GUI toolkit
- Implemented the control panel's backend to support all of its features
- Project was sponsored by ViaSat

Trivia Trip

triviatrip.herokuapp.com

- Created a web app that showcases a variety of trivia questions
- Implemented a scalable interface for cross device usage

Head Controlled Wheelchair

- Designed a wheelchair system that utilizes head motions to control a motor
- Wrote scripts to parse and aggregate head movement coordinates
- Optimized scripts to acquire images, increasing acquisition rates by 500%

Micromouse

- Created an autonomous robot that navigates and solves a 16x16 maze
- Implemented a flood-fill search algorithm to navigate and solve the maze
- Designed a PID controller to stabilize straight forward movement

Education

University of California, San Diego
Electrical Engineering
2017

Expertise

Languages
Python (Proficient)
Java
PHP
Javascript
HTML CSS

Tools
Git
JQuery
Jira
Unix
AJAX
Laravel
NodeJS

Courses
OOP
Data Structures
Algorithms
Discrete Math

Others
Agile Development
Design Patterns
Unit Testing