HAYDEN THAI

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OBJECTIVE

Software Development Engineer Intern with 1 years of experience in DevOps/Agile Development Environments, seeking full-time Software Development Engineer Intern roles.

EDUCATION

Bachelors of Computer Engineering, San Diego State University

Expected 2024

Relevant Coursework: Data Structures, Web Development Programming, Machine Learning for Engineers, and Statistics for Computer/Electrical Engineers.

EXPERIENCE

Software Development Engineer Intern Amazon

May 2022 - Aug 2022 Seattle, WA

- Worked as a Software Development Engineer Intern at Amazon, where I contributed to the development of internal tools that measure grocery metrics.
- Participated in daily stand ups and discussed accomplishments, blockers, and daily work plans with my team.
- Led a project to rewrite the sourcing grid, which presented metrics about different vendors to help vendor managers choose the best vendors for Amazon.
- Set up Cloud Infrastructure in AWS using AWS CDK, and created the front-end using React, Typescript, and the internal Component library called Polaris.
- Optimized performance by eliminating the use of Redux and instead implementing React Context, resulting in faster page load times.
- Improved the look and feel of the website by transitioning from the AntD component library to Polaris, giving the website a more "Amazonian" feel.
- Improved code organization and ownership by transitioning the page to a micro services architecture
- Established different stages in AWS pipelines for and wrote unit and integration tests to ensure code quality throughout automation.
- Wrote documentation to assist my teammates in taking over the project after my internship.

PERSONAL PROJECTS

Rate My Professor Chrome Extension Built a chrome extension using JavaScript through the Chrome API that adds an element to the DOM so that students can easily view reviews about their professors

Personal Portfolio Created a personal portfolio to showcase my work in JavaScript, HTML, CSS, and Jquery! (Try it here)

Battleship rewrite Built battleship CLI game using C and then converted to MIPS Assembly Language which taught me about low level memory management.(In C)(In MIPS Assembly)

SKILLS

Languages: HTML, CSS, Javascript, Typescript, Python, C, C++, Java, C#, Swift

Technologies: AWS, GraphQL, REST API, Git, Linux, MongoDB, Unity

Frameworks: NodeJS, NextJS, ExpressJS

Library: React, Jquery, Sass, MaterialUI, SwiftUI, Blender, Docker