

HARVEY NGO

{ **Dancer && Developer** }

CONTACT

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If you're in San Francisco, let's meet up!

EDUCATION

University of Virginia, Charlottesville, VA
BS in Systems and Information Engineering
Minor in Economics

EXPERIENCE

Dev Bootcamp (DBC), San Francisco, CA
Recent Graduate – Mar 2015 to Aug 2015

- Completed a 19-week intensive course comprising 1000+ hours learning Ruby, Rails, JavaScript, HTML5/CSS3, and accompanying tools and frameworks
- Focused on Agile and Test Driven Development, pair-programming, and cultural growth and awareness

Booz Allen Hamilton, McLean, VA
Consultant, Jr. Developer – Jul 2014 to Mar 2015

- Created and updated Department of Justice website content using HTML, CSS, and PHP
- Created and tested issues using Bug Genie
- Analyzed database to identify key variables for future data migration

iMapData Inc., McLean, VA
Research Analyst Intern - Jun 2013 to Aug 2013

- Wrote research paper on the benefits of early detection and predictive technologies
- Generated SQL queries to sort and filter usable data for sentiment analysis
- Updated database entries and assisted on side group projects

Skills

Programming: Ruby, JavaScript, jQuery, HTML5, CSS3, SQL, Rails, ActiveRecord, PostgreSQL, SQLite, Git, jQuery Mobile, React JS, Sinatra, RSpec, Drupal

Data Analysis: Minitab, @Risk, Arena Simulation, R Studio

Personal: Dance, Event Planning, Public Speaking

PROJECTS

Skate Life

Skate Life is a native Android app that enables users to explore and favorite different skate parks, and interact with other users in real time. I handled the front-end design and mobile components of this project using JavaScript (jQuery, jQuery Mobile, AJAX, Slick.js), HTML5, CSS3, the Google Maps API, and PhoneGap Build. Built with a team of 4 over the course of a week.

nubeTewb

Web app where users can learn to dance using categorized YouTube tutorials. Built using the YouTube API (yt/Full screen gem), Ruby, Rails, React (rails-react gem), JavaScript (jQuery, AJAX) in 4 days.

The Hive

Social media networking platform for my cohort mates at DBC. User may friend request and message one another, view each other's profiles, and upload images. Built using Ruby, ActiveRecord, Sinatra, JavaScript (jQuery, AJAX), HTML, CSS, and Bootstrap over the course of 2 weeks.

PokeBrawl

PokeBrawl is a miniature Pokémon battle simulator project that I had initially built in JavaScript during the prep phase of DBC over a weekend. The interface was later built using HTML, CSS, and JavaScript (jQuery) in a day.