

Hung Thanh Lay

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Education

California State Polytechnic University, Pomona, California

Master of Science in Computer Science

GPA: 3.86/4.0

Relevant Subjects: HCI, Scheduling Algorithms, Machine Learning

Completion: Fall 2019

California State Polytechnic University, Pomona, California

Bachelor of Science in Computer Science

Completion: Spring 2016

Experience

Software Engineer - Coding Minds Academy

February 2020 - Present

- Developing a web application by using React.js for front-end.
- Using Loopback as a framework for creating APIs to connect with backend data sources.
- Responsible for designing and developing the information software system used for academic management.
- Building and developing the academic management system such as different kinds of users' role management, feedbacks, invoices, scheduling, as well as notifications.

Software Engineer Intern – PeakCommerce Software

January 2019 – March 2019

- Deliver the best-in-class customer experience by designing, developing, integrating, deploying, and troubleshooting on software front-end technologies for developing cloud solutions using Microservices, Event-driven system, cloud-based tools, infrastructure and storage.
- Collaborate with principal Architects, Engineer, UX designer, Senior Product Owner(s) and several development team members throughout the product lifecycle, producing timely and top-quality deliveries on our cloud platforms.

Full-Stack Developer Intern - SWCH LLC

June 2017 – August 2017

- Learn Full-stack web development in Meteor, React.js, and MongoDB.
- Development includes front-end design, back-end, and database management.
- Develop new features such as blog implementation, affiliation implementation, and mass-drop deal.

Projects

Centralized Database Structure for Apps

Spring 2017

- Develop an app that has some features to share across the apps (notification, reminder and etc.)
- Sync up the centralized database with individual apps.

Player Connect

Fall 2018

- Using MEAN-stack web development in Angular2 and MongoDB.
- Development includes a web service for gamers to connect and team up, share game tips and tricks.
- Develop a chatbot by using Socket.io so gamers can chat and connect together.

Skills

- Java, JavaScript, React.js, C++, C#, Python
- Node.js, Loopback
- HTML5, CSS, Material-UI
- MongoDB, MySQL
- Git, Grails, Knockout.js, Bitbucket, Jira

Others

Trilingual: English, Vietnamese, Chinese Mandarin and Cantonese.