HUNG BUI

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Detail-oriented programmer with a strong background in collaboration and writing well-structured code, proficient in full-stack development. Seeking entry-level software development position.

SKILLS

Programming Languages: ★ C#, ★ C, ★ Python, ★ C++, ★ HTML5, ★ CSS, ★ Javascript
Software Development: ★ React.js, ★ Github, Angular, Figma, Jira, ★ Tailwind, ★ Unity,★ Agile
Soft Skills: Communicative, Adaptable, Creative, Problem-Solving, Leadership, Interdisciplinary

EXPERIENCE

FULL STACK ENGINEER INTERN (Python, FastAPI, PostgreSQL, Jira)   Remote
at SharpifyAI   Aug 2024 – Present
- Developing RESTful API endpoints using FastAPI and PostgreSQL
- Collaborating in an Agile environment with bi-weekly sprints and team meetings to align on project objectives.
- Contributed to feature development and troubleshooting, collaborating with the head frontend developer on stock prediction verification app

FRONTEND WEB DEVELOPER (React, Javascript, TailwindCSS)   Remote
at WhatCares NonProfit   Jul 2023 – Present
Website for World Health Access Team, a nonprofit comprised of physicians that provide healthcare to underserved countries
- Designed and implemented a responsive, visually appealing UI to attract potential contributors using React, and C#, streamlining the donation pipeline increasing overall fundraising by 50%
- Communicated with stakeholders(medical team) to gather information about website content and objectives

PROJECTS More projects at https://hungbuiwork.github.io/portfolio/#/SE

PARTY SPOTIFY (PARTY-IFY): Full Stack Engineer (React.js, Javascript, CSS, Web APIs)   **2 weeks**
Web application enabling users to queue any song to Spotify via QR code. Used at large gatherings. Solo project.
- ❖ Implemented **OAuth, retrieved data, executed calls to Spotify API** and established React URL routes for user-host connection.
- ❖ Designed **modern, responsive visuals** to enhance user experience across different devices.
- ❖ Conducted **user testing, collected feedback, and iteratively updated the app** for improved usability.

CAPSTONE PROJECTS ARCHIVE: Full Stack Engineer, SCRUM Master (React.js, Typescript, CSS, Git) **10 weeks**
Project archival system for UCI faculty, students, and liaisons – pending approval for integration into the official UCI site.
- ❖ **Communicated with stakeholders weekly** to discuss and **document project requirements and use cases,** ensuring a user-oriented approach and organized documentation whilst **adapting to changing requirements**
- ❖ **Led a team of 5** using **Agile/Scrum** methodologies, utilizing **Jira** to effectively conduct weekly sprints.
- ❖ **Implemented front-end UI components** and back-end search components, utilizing Javascript, CSS, and Google Firebase API

MUSICAL MADNESS: **Project Leader, Gameplay Programmer** (Unity, C#, Git)   **8 weeks**
A 2D top-down procedural dungeon crawler video game, with an engaging combat system and boss fights
- ❖ Led weekly meetings and sprints for a team of 6, utilizing Jira to track/assign tasks using Agile approach
- ❖ Designed and implemented reusable and modular code structure using strong **object-oriented principles** and utilized **UML class diagrams**, resulting in organized and efficient development
- ❖ Programmed and **optimized custom procedural dungeon-generation algorithm, combat, and enemy AI in C#**, resulting in flexible and efficient level/enemy creation

EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE   September 2020 - June 2024
Major in **Computer Science** & **Computer Game Science** spec. in Graphics & Computer Vision   **GPA: 3.94**
Merits: Cum Laude, UCI Summer Academy Logo Design Competition 2023(2nd of 40+ entries), Phi Beta Kappa Honor's Society Book Award Recipient 2021, Cum Laude, Video Game Design Club