

# HUNG BUI

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## Summary

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Detail-oriented software engineer with a strong background in collaboration and writing well-structured code, proficient in full-stack development. Experienced in ReactJS, TailwindCSS, Python, C#, Javascript, and eager to learn more technologies! Seeking entry-level software development position.

## Education

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**UNIVERSITY OF CALIFORNIA, IRVINE | Irvine, CA**  
**Computer Science & Computer Game Science | 06/2024**

- GPA 3.94 | Cum Laude
- UCI Summer Avademy Logo Design Competition 2023 (2nd place), Phi Beta Kappa Honor's Society Book Award Recipient 2021, Vermillion Vocalists Acapella - 3rd place International ICCA Quarterfinals 2024, Soloist

## Skills

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*Technical:* Python, ReactJS, Javascript, HTML, CSS, C#, C++, Git, Jira, SQL, FastAPI, TailwindCSS, Unity, Figma, Agile

*Softskills:* teamwork, crossfunctional, adaptive, soution-orientented, innovative

## Experience & Projects

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**Sharpify | Remote**

**Full Stack Engineer Intern (ReactJS, Python, FastAPI) | 08/2024 - Present**

- Engineered, optimized, and secured REST API endpoints using FastAPI and PostgreSQL database
- Developed background jobs to obtain live stock data and implemented sophisticated scoring/ranking algorithm that encourages long-term user-engagement
- Implemented responsive landing page, seamless subscription workflow, and brand styling using Javascript & TailwindCSS
- Thoroughly tested, documented, and resolved bugs and integrated site analytics, ensuring high quality

**Partyify (Solo Project) | CA, Irvine**

**Frontend Developer (ReactJS, Javascript, RESTAPI) | 03/2024 - 04/2024**

- Created a responsive app that integrates Spotify sessions with QR Codes, supporting over 100 users in a session.
- Designed and implemented a user-friendly UI that responsively & dynamically displays song info.
- Implemented OAuth login, retrieved/processed data from the official Spotify API, and configured URL routing

**Capstone Archive (Project in association with UCI Donald Bren School of ICS) | CA, Irvine**

**Frontend Engineer, SCRUM Master (ReactJS, Git, Jira) | 09/2023 - 01/2024**

- Communicated with stakeholders to document project requirements and use cases, providing solutions to adapting requirements, using Agile/Scrum methodologies with Jira to delegate tasks to team of 5.
- Developed core frontend components to effectively display information, using CSS
- Pending approval to integrate with UCI website to serve hundreds students, faculty, and companies.

**MUSICAL MADNESS (Project)**

**Project Lead, Gameplay Programmer ( Unity, C#, Git, Jira) | 03/2023 - 04/2023**

- Led weekly meetings and sprints for a team of 6, utilizing Jira to track/assign tasks using Agile approach, resulting in an engaging and polished gameplay
- Designed and implemented a modular code structure for procedural level generation, combat, and enemy AI using object-oriented principles and UML diagrams, ensuring high code quality and organization.
- Optimized procedural generation algorithm and enemy simulation, enabling scalability and decreasing lag by 70%