**Jeanette Phung**

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Looking fora summer internship in front-end development to improve my programming skills and work effectively in a group.

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| Education |  | **Bachelor of Science: Computer Science, 2018 (expected graduation)**  University of California, San Diego {La Jolla, CA}  **GPA: 3.58**  **Associate of Arts: Mathematics, 2015**  Rio Hondo Community College {Whittier, CA}  Rio Hondo Academic Excellence and Dean’s Honor, 2012 – 2014  **GPA: 3.88** |
| Technical skills |  | BootStrap, C, C++, CSS, HTML, Java, jQuery, Less, PHP  Android Studio, APIs, Eclipse, Git, Gulp, Microsoft Visual Studio, PHPStorm, Vim |
| Experience |  | **TRADIV FRONTEND DEVELOPER INTERN:** Jun 26– Sept 2, 2015  Helped fixed 26 bugs and completed 64 tasks. Used Bootstrap, Chrome Development Tool, Gulp, Less, and LiveReload for styling Tradiv website. Worked on PHPStorm using PHP in Magento logic, CSS and jQuery to code quickview model displayed in marketplace. Learned to create branches for each task on bitbucket through PHPStorm and test on staging branch before pushing changes onto live site.  **RIO HONDO COMMUNITY COLLEGE FACILITATOR**: Feb 3 – May 28, 2015  Tutored various courses, including C++, Java, mathematics, speech, and writing. Conceptualized different approaches to help students grasp material.  **19TH ANNUAL INFORMATION TECH. COMPETITION**: Apr 18, 2015  Learned jQuery, PHP, Python Flask in two weeks to construct a program to grab 500 most recent Flickr images using an API, and filter images by dominating color. Noticed for best presentation.  **HackUCI**: May 2014  Worked with a group to code an SMS translating app on Android Development Tools (ADT) from Eclipse. Learned basic concepts of APIs and improved programming skills.  **WINDOWS 8 APP DEVELOPER:** 2014  Created apps using Construct 2 and put seven apps in Windows Store Platform. One app accumulated over 7,000 downloads (Frozen Playlist). |
| Volunteer |  | **CERRITOS COLLEGE SUMMER GAME CAMP, TUTOR**:  Learned GameMaker: Studio and Construct2 to assist high school students interested in computer science learn different game maker engines. Assisted students in debugging games they created. |