Jordan Ngo

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EDUCATION

University of Washington - Seattle, WA **Sep. 2021 - Jun. 2024**
Bachelor of Science in Computer Science

WORK & LEADERSHIP EXPERIENCE

Web Development & DevOps Intern **Sept. 2024 - Dec. 2024**
Pathloom   San Ramon, CA
- Created an SEO-optimized WordPress website following modular design principles and adhering to Figma designs
- Collaborated with the UI/UX design team to implement high-fidelity wireframes, aligning design guidelines while exchanging feedback to refine features and functionality
- Developed a custom web scraper with **JavaScript** and **Selenium** to automate the retrieval and migration of 300+ blog posts to a new platform, saving over 100+ hours of manual work
- Automated CI/CD workflows using GitHub Actions for Pathloom's website, integrating Jest for unit and integration testing and Selenium for UI testing, saving over 10+ hours of manual testing per week

ACCE Family Leader **Oct. 2021 – Jun. 2024**
UW Vietnamese Student Association   Renton, WA
- Collaborated with family leaders to organize and plan large events, meetings, and celebrations throughout the year
- Focused on membership growth, boosting my assigned family by 50% in 6 months through building connections and fostering emotional bonds

Shift Leader **Jun. 2023 – Present**
Just Poke Renton   Renton, WA
- Delivered high-quality customer service to 100+ customers daily, contributing to customer satisfaction
- Maintained food safety standards with daily temperature checks across 30+ food items, ensuring quality and safety
- Supported management in onboarding and training new employees, ensuring a smooth transition

PROJECTS

Vaccine Cold Chain Logistics App | *Front End Engineer*
- Led a team of six in developing a full-stack vaccine data management mobile application using **Flutter** and **Dart**
- Designed and implemented role-based access controls, enhancing security and streamlining task assignments
- Developed intuitive System Admin and District Manager interfaces to improve usability for key stakeholders
- Authored and published an 8-page ACM-style paper documenting the project's development and impact

Pac-Man AI Projects | *Back End Engineer*
- Implemented search algorithms (BFS, DFS, A*, UCS) in **Python** to optimize Pac-Man's pathfinding in mazes
- Developed adversarial **AI** agents using Minimax and Alpha-Beta pruning to compete against ghost agents
- Used Hidden Markov Models and Particle Filtering to track and predict ghost movements under uncertainty
- Applied Q-learning and Value Iteration for Reinforcement Learning to train Pac-Man in optimal decision-making

Campus Path Finder | *Full Stack Engineer*
- Developed a model for UW campus navigation, enabling shortest-path calculations between buildings
- Designed a scalable Graph ADT in **Java** with a concise API supporting 10+ methods using **Javadoc**
- Implemented two pathfinding algorithms with a comprehensive test suite using **JUnit** and scripted tests
- Built an interactive GUI in **React**, using **TypeScript** and the **Spark Framework** to visually render routes

Flights Reservation App | *Back End Engineer*
- Developed a relational database with **SQL Server** & **Azure** to manage flights, users, and reservations
- Ensured data consistency with ACID-compliant transaction management and optimized **SQL** queries for efficiency
- Implemented a Java-based backend using **JDBC**, implementing secure user authentication, flight search, booking, and payment processing

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, Java, C, C#, C++, Dart, SQL
Libraries and Frameworks: React, Django, Flutter, Three.js, Motion, Spark, Gradle
Tools: Git, GitHub Actions, CI/CD, MySQL, Heroku, Selenium, REST APIs, Node.js, Unity, VS Code, IntelliJ IDEA