

# Joseph Phan

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<b>Education</b>	<b><u>Santa Clara University, Santa Clara, CA</u></b>	<b><u>Sept 2014 - June 2018</u></b>
	Expected B.S. in Computer Science and Engineering ( <i>Current GPA: 3.65</i> )	
<b>Related Coursework</b>	Computer Networks, Advanced Data Structures, Intro to Logic Design, Intro to Embedded Systems, Electric Circuits, Discrete Mathematics, Abstract Data Types & Structures, Programming Languages	
<b>Work Experience</b>	<b><u>Santa Clara University, Santa Clara, CA</u></b>	<b><u>Research Assistant (Data Mining)</u></b> <b><u>Nov 2015 - Present</u></b>
	<ul style="list-style-type: none"><li>• Developed programs to effectively process large sets of data and discover patterns and trends in Java</li><li>• Translated and programmed data mining questions into mathematical equations on CPLEX using OPL (Optimization Programming Language)</li><li>• Worked with Dr. Haibing Lu to create and develop new data mining algorithms</li></ul>	
	<b><u>Santa Clara University, Santa Clara, CA</u></b>	<b><u>Teaching Assistant (Intro to C)</u></b> <b><u>Sept 2016 - Present</u></b>
	<ul style="list-style-type: none"><li>• Provide guidance to students to develop and implement well structured programs for business applications</li><li>• Host tutoring sessions to help students understand the foundational concepts of programming</li></ul>	
<b>Volunteer Work</b>	<b><u>Kennedy Elementary School, San Jose, CA</u></b>	<b><u>STEM Enrichment Instructor</u></b> <b><u>Sept 2015 - Dec 2015</u></b>
	<ul style="list-style-type: none"><li>• Led an after school program for underprivileged kids and introduced them to topics of engineering</li><li>• Researched challenges surrounding K - 12 STEM education in the Bay Area</li><li>• Designed class lessons and lead fun team building exercises</li></ul>	
<b>Games Published</b>	<b><u>Betrayal (Android)</u></b>	<b><u>Programmer, Network Engineer, and Technical Artist</u></b> <b><u>June 2016 - Aug 2016</u></b>
	<ul style="list-style-type: none"><li>• Developed a multiplayer game using Node.JS and Socket.IO for client-server communication, published on Heroku</li><li>• Created a GUI using LibGDX for users to easily access different parts of the game</li><li>• Integrated and maintained artwork in the game using Java libraries Scene2D, AssetManager, and ObjectMap</li></ul>	
	<b><u>Bounded (iOS / Android)</u></b>	<b><u>Programmer, Designer, and Lead Artist</u></b> <b><u>June 2015 - Sept 2015</u></b>
	<ul style="list-style-type: none"><li>• Used Java and Box2D to program the physical properties of the game objects</li><li>• Designed levels on Tiled and tested them repeatedly to ensure a fun yet challenging gameplay</li><li>• Participated in team meetings to discuss the architectural design, implementation, and organization</li><li>• Assembled and created an image library using GIMP</li></ul>	
<b>Publications</b>	<b><u>Exact Algorithms for Fault - Tolerant Tile Mining (2nd Author) (under review)</u></b>	<b><u>Aug 2016</u></b>
	<b><u>Dynamic Workflow Adjustment with Security Constraints</u></b>	<b><u>In Progress</u></b>
<b>Skills</b>	<ul style="list-style-type: none"><li>• Proficient in: C, C++, Java, HTML, CSS</li><li>• Familiar with: Python, JavaScript, Assembly, OPL, Node.js</li><li>• Tools Used: Git, GIMP, Arduino, Socketio, LibGDX, CPLEX, OpenCV</li><li>• Experience in a research environment</li></ul>	
<b>Interests</b>	<ul style="list-style-type: none"><li>• Basketball, dragon boat, indoor rock climbing, piano, magic</li></ul>	