Khai Phan

Computer Engineer

Mobile: (781) 484–7141 | Email: kphan95@bu.edu | GitHub: github.com/kphan95 | LinkedIn: linkedin.com/in/phankhai

Summary: A persevering computer engineering student, experienced in object-oriented programming, web development, and Scrum development framework. Additionally, a passionate learner, who enjoys solving both technical and societal problems.

EDUCATION

Boston University: Computer Engineering, BS 2018 — Boston, MA
GPA: 3.84/4.00
Thomas M. Menino Scholar
Dean's List (Fall 2014 – Present)

Relevant Coursework:
Introduction to Operating Systems, Algorithms and Data Structures, Building Software for ECE

SKILLS, KNOWLEDGE, & LANGUAGES

Proficient: C++, C, Object-Oriented Programming, UNIX/Linux environment, Windows environment
Basic: Java, HTML, CSS, JavaScript, jQuery, Bootstrap 3, Python, Node.js, Jira
Familiar: AWS, RESTful web services, Mac OS environment

PROJECTS

Web Application: "Choreo" — Feb '17 – Present — Boston, MA
Developer
- Contributing to Choreo, a Node.js web application, which allows users to collaborate on documents and replay their edits in real time
- Implementing document collaboration by integrating Quill, ShareDB, and WebSockets
- Implementing user authentication by integrating Passport.js, JSON Web Tokens, and Redis

Personal Website 2.0: "RE: Who Are You?" — Jan '17 – Present — Boston, MA
Designer and Developer
- Executing a project to redesign and upgrade a previous personal website, featuring information such as biography, projects, and extracurricular activities
- Using HTML, CSS, JavaScript as well as Bootstrap 3.3.7 framework and jQuery library to develop the website

Web Application: "Veil" — Nov '16 — Boston, MA
Full Stack Developer
- Designed and developed Veil, a Node.js web application which allows users to anonymously suggest ideas during meetings
- Designed front-end UI and JSON models
- Integrated WebSockets for fast updates and MongoDB for storage and data management

Android App: "BoxBox" — Nov '15 – Dec '15 — Boston, MA
Designer and Developer
- Contributed to designing BoxBox, a game which tests the user's focus by pushing their short-term memory and reflexes
- Developed the game in Android Studio, using Java and libGDX framework
- Implemented game logic and enhanced animations using interpolation curves

WORK EXPERIENCE

Boston University: NISLAB — May '16 – Nov '16 — Boston, MA
Undergraduate Researcher, Project Leader
- Independently conducted research on security of wireless devices to ensure integrity in university testing environments
- Implemented prototype to sniff radio-transmitted packets using 'HackRF One' software-defined radio, GNU Radio, and C++
- Regularly documented and presented work to colleagues
- Presented accepted paper at 2016 MIT IEEE Undergraduate Research Technology Conference

Boston University: Ingalls Engineering Resource Center — May '15 – May '16 — Boston, MA
Center Monitor
- Maintained spreadsheets to keep statistics on resource usage
- Updated center's website to display student traffic and activity
- Troubleshot technical issues