Khai Phan

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

EDUCATION

Boston University: Computer Engineering, BS 2018 Boston, MA

- GPA: 3.84/4.00
- Dean's List (Fall '14 – Present)
- Thomas M. Menino Scholarship: Cumulative Award of $192,000

Relevant Courses:

- Introduction to Operating Systems, Algorithms & Data Structures, Building Software for ECE

Technical Skills

Most Used: C/C++
Familiar: HTML, CSS, JavaScript, Node.js, Java, Python
Miscellanea: Git, Jira/Agile, MongoDB, Redis

PROJECTS

Web Application: "Choreo" Feb '17 – Present Boston, MA

Web Developer

- Building a document-collaboration application similar to Google Docs
- Using WebSockets instead of long-polling (used by Google Docs) to improve latency
- Implementing document recording and playback (by storing operational transforms) to visualize the user's writing process—this is aimed to help teachers and researchers

Web Application: "Veil" Nov '16 Boston, MA

Designer and Web Developer

- Designed and developed a proof-of-concept platform for anonymously sharing ideas, aimed to help remove biases during professional meetings
- Implemented WebSockets to reduce latency for more efficient and effective meetings
- Stored meeting details in MongoDB to keep information persistent for future review

Android Application: "BoxBox" Nov '15 – Dec '15 Boston, MA

Designer and Java Developer

- Created a mobile game, aimed to improve user concentration by sharpening their short-term memory and reflexes
- Implemented core game logic and improved user experience by smoothing animations using interpolation curves

WORK EXPERIENCE

Boston University: ECE Department Apr '17 – Present Boston, MA

Microprocessors Project Mentor & Teaching Assistant

- Guiding 9 teams for their final project, using the TI MSP432 micro-controller
- Projects vary from hand-held video games to small-scale accident-avoiding vehicles

Boston University: NISLAB May '16 – Nov '16 Boston, MA

Undergraduate Researcher

- To ensure integrity in university testing environments, independently developed prototype for sniffing and spoofing radio-transmitted packets using software-defined radio, GNU Radio, and C++
- Published research findings at 2016 MIT IEEE Undergraduate Research Technology Conference