

# Anh Le | Software Engineer

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## Skills

### Programming Languages.....

Java, Javascript, NodeJS, C++, HTML5, CSS3, SQL, Matlab, Maple

### Libraries & Frameworks.....

Angular2, Ionic2, jQuery, Bootstrap, HandlebarJS, LodashJS, Sass

### Operating Systems.....

Linux, Windows, MacOS, Android

### Other tools.....

Git, Grunt, Jira, Vagrant, Smartbear, Webstorm, Eclipse, Firebase, Android SDK

### UX Design.....

Photoshop, Illustrator, Paper & Pen

### Coursework.....

Web and Mobile Development, Game AI, UX Experience, Software Design, Data structure Algorithm, Artificial Intelligent, Machine Learning

## Education

### Drexel University

Sep 2013 - Jun 2017

BS: Computer Science

Cumulative GPA: 3.57/4.0

Academic Honor in Dean's List 2013-2017

### Central Washington University

Sep 2011 - Jun 2013

BS: Physics

Cumulative GPA: 3.84/4.0

(Transferred before degree earned)

Academic Honor in Dean's List 2011-2013

## Experience

### Software Developer.....

#### Oracle Primavera / April 2016 - Sep 2016

- Implemented a general-usage Javascript modal box that handles the creation of new work-packages as well as the assignment of start and finish times for each individual projects
- Implemented two complete Prime application pages with 4 different grids that auto broadcast changes to other projects and packages when users modify projects or work packages
- Designed and executed manual tests and qUnit tests to cover more than 7 pages of Prime application, increasing the code coverage by 63%

### Software Developer.....

#### Oracle Primavera / April 2015 - Sep 2015

- Worked on a feature team in Agile development to complete goals for 2-week sprints in a 6-month product release cycle of Prime application
- Implemented a generic panel to display details of a project management grid for the internal javascript framework that can be used by other developers using Bootstrap, Javascript, jQuery, lodash.js, Sass, and Grunt
- Utilized the internal libraries and APIs to modify and upgrade 4 complete pages of Prime application to the new MVC standard
- Fixed 32% of the team's bugs within 3 weeks of the bug fixing stage, and decreased the total defects to below 18 before the cycle release

### Lead UX Designer.....

#### Univtop / Jan 2015 - April 2016

- Analyzed user interaction design trends and developed design guidelines for a heavy-content mobile application that allows international students to connect and exchange information about studying abroad
- Developed UI high fidelity prototype for iOS app using Illustrator and followed User-Experience Research Methods to test usability on a group of 28 international students from different backgrounds
- Participated and consulted in weekly meetings including business, marketing, and technical design aspects

## Projects

### RobinTrader.....

- Developed a web app for Robinhood users to see their portfolios, positions and watchlist on a desktop version using Angular 2, Sass, Bootstrap, Firebase, and RobinhoodAPI

### Lifekit.....

- Developed a mobile application using Ionic 2, Node.js, GoogleMap API to detect overdose signal and alert nearby responders in emergency situations.
- Joined FDA contest and awarded 'Best Community Service' - Drexel University

### EnjoyChess.....

- Developed a web app for users to play online chess and arrange tournaments using Javascript, Node.js, Bootstrap, FacebookAPI, Illustrator