

# KEVIN THACH NGO

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## - S K I L L S -

### **DEVELOPMENT – HIGH PROFICIENCY**

HTML5, CSS3, JavaScript, Bootstrap, JQuery, AngularJS, ASP.NET Web API 2, Entity Framework 6, SQL Server 2017, Phaser.io, Cocos2d, Unity, Node.js, and Express.

### **DEVELOPMENT – GENERAL PROFICIENCY**

Java, C++ (Qt), C (Arduino), Python (Django, Jinja2, TensorFlow), PHP, pgAdmin, Google AppEngine NDB, Processing (Java), Spring (Java), and Electron.

### **TOOLS**

Git, GitKraken, GitHub/BitBucket, JIRA, Trello, Visual Studio 2017, Visual Studio Code, SQL Server Management Studio, Lucidchart, Microsoft Office (Word, Excel, and PowerPoint), Google Meet, and Chrome DevTools.

### **CORE**

Analytical, Problem Solving, Creative Thinking, Strong Communication, Adaptability, Detailed, Fast Learner, Team Player.

## - E X P E R I E N C E -

### **FULL STACK DEVELOPER | STAR MATHS ONLINE | AUGUST 2019 – AUGUST 2020**

- Professionally developed self, using online courses, to learn following technologies in preparation for this role/project: MongoDB, Express, React and Redux, and Node.js.
- Developed new features for the Parent platform using AngularJS, ASP.NET Web API 2, Entity Framework 6, and SQL Server 2017.
- Created new APIs and updated existing API backend resulting in cleaner codebase and increased productivity for front end developers.
- Developed a new registration and payment flow (with Stripe and PayPal) alongside an increase of users.
- Influenced high level design decisions by participating in meetings with CEO.
- Assisted, worked, and communicated efficiently with external contractor in development and maintenance.

### **GAME DEVELOPER | STAR MATHS ONLINE | JULY 2018 – AUGUST 2019**

- Developed new core features for Student platform using Phaser.io JavaScript engine.
- Built new backend APIs in Express JavaScript and updated SQL Server 2017 database.
- Drove user engagement up by 20% throughout development of new features.
- Assisted with game design and constructive feedback in mini-games developed by Vietnam team.
- Played a key role in shift of core game technology from Phaser.io to Cocos2d engine.
- Supported and maintained the game after involvement in project was completed.
- Performed in a leadership role mentoring and supervising new team members.
- Involved with other aspects of content creation; graphical editing and modification of design decisions.

## **FOUNDER | NCCORP PTY LTD | AUGUST 2018 – AUGUST 2019**

- Developed a prototype social game using Unity engine, created and hosted website for the product.
- Led a startup team of 4 developers, creating and managing workflows, schedules, tasks, mentoring, and quality control.
- Harnessed time management skills – juggling self-learning, mentoring, business and product development.
- Performed other non-technical roles such as market research, business documentation and more.
- Responsible for planning out the entire technical side of the startup venture.
- Gained extremely valuable experience in learning how to manage a business.

## **DEVELOPER INTERN | STAR MATHS ONLINE | JANUARY 2018 – JULY 2018**

- Responsible for developing dynamic and procedurally generated game content based on the NSW K-6 Maths curriculum.
- Took on extra quality assurance and control responsibilities towards the latter half of the internship.
- Worked with technologies such as HTML5, CSS3, JavaScript, Phaser.io, and internal company content authoring tools.
- Improved the company's internal authoring tool and content creation workflow.
- Always met the required KPI for every weekly sprint.
- Finished and delivered approximately 50% more tasks than other interns.
- Involved with other aspects of content creation; graphical editing and modification of design decisions.
- Exposed to workflow integrating different departmental teams from different countries and time zones.
- Worked in an agile programming environment using tools such as GitKraken, JIRA, BitBucket, and Google Meetings.

## **FOOD & BEVERAGE ATTENDANT | THE WARWICK | JANUARY 2018 – JULY 2018**

- Worked in a fast-paced environment with a large team of around two dozen workers serving a venue capacity of up to 400.

## **DATA ENTRY PROJECT | PRIVATE FREELANCER CONTRACT | JULY 2016 – AUGUST 2016**

- Programmed a proof of concept program designed to streamline data entry operations in a physiotherapy organisation with sensitive data.
- Developed this program in the form of a portable fat client using Electron.
- Demonstrated increased performance in entering data such as service descriptions and plans, appointments, and jargon.
- Gained valuable experience in working with a client, and meeting their needs as according to specifications.

## **PRIVATE TUTORING FOR HSC | PRIVATE | 2016 – 2017**

- Assisted in the organisation and implementation of intensive lesson programs to improve analytical and mathematical skills of students from Years 10 – 12.

## **- E D U C A T I O N -**

### **BACHELOR OF ENGINEERING (SOFTWARE) | UNIVERSITY OF SYDNEY**

- Undergraduate thesis on Deep Learning using Convolutional Neural Networks
- Credit grade average in software-related units.

### **HIGHER SCHOOL CERTIFICATE | SEFTON HIGH SCHOOL**