

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 – SEPTEMBER 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