Phi Nguyen

🗗 550 Veneto, Irvine, CA 92614 📧 ngynphi@gmail.com 🖁 408-666-5248 🕯 gitbub.com/lolphish 🌐 lolphish.github.io

EDUCATION

Bachelor of Science, Computer Science | GPA: 3.3 University of California, Irvine | expected June 2018

Concentration: Systems & Software

TECHNICAL SKILLS

Languages & Frameworks: Java, Javascript, Node.js, Express, React, Redux, Jest, Mocha, C#, MySQL, Oracle SQL, HTML, CSS, MVC, Python, ANSI C, C++

Software: AWS, Git Flow, TFS, Vim, Selenium, Android Studio, Apache Tomcat, Slack, Rally, Excel, Swagger.io, JIRA, Postman, Spring

EXPERIENCE

Software Developer

July 2016 - Present

UC Irvine Office of Information and Technology

- Maintaining enterprise web application for the office of research, completing 40+ user tickets
- Spearheading development of both frontend and backend construction of two form modules
- Augmenting legacy database scripts for re-runnability and efficient modification of user data, reran every build
- Managing and created automation test scripts using Selenium, testing 9 scenarios for web application

Software Engineering Intern

June 2017 - September 2017

Cox Automotive, Kelley Blue Book Division

- Developed Price Advisor product built in React and Node JS, a price advisor rendering in SVG and JSON, which acquired 80 hits per second during launch
- Spearheaded consolidation and api handling for exception and error modules
- Participated in test-driven agile development, contributing in technical design discussions with 10 other team members
- Created new demo page utilizing React Redux used by entire company to test various modules

Student Tutor January 2016 - June 2016

UC Irvine Donald Bren School of Information and Computer Sciences

- Conveyed Python programming concepts to students, earning a 9.0 average rating
- Collaborated and discussed with other tutors to create study guides

PROJECTS

Software Developer

September 2017 - December 2017

WumpusWorld Project, University of California, Irvine

- Developed and implemented an intelligent agent to deterministically locate an objective in a randomly generated world represented by a two-dimensional grid while avoiding fatalities, obtaining an average score of 280 across 1000 worlds
- Agent program records environmental perceptions within a graph that contains information such as
 possible dangers of a pitfall or the wumpus monster and uses information to rational pick the next
 move
- created an A* search algorithm to optimally move agent from any safe tile to another and avoiding any dangers along the way

Full Stack Developer

March 2017 - June 2017

Fabflix Project, University of California, Irvine

- Developed movie database and catalog Website hosted on AWS for Databases and Web Applications project course
- Implemented user cache for login, movie search, and shopping cart functionality in Java, following MVC Architecture
- Created Android application that connects to web server through API calls and mimic functionality

COMMUNITY SERVICE

Participated in Cleaning Back Bay and End Polio Now events for Rotaract, a Community Service Club. Volunteered for the Breast Cancer Walk, Heart walk, Light the Night, and other various charity events for National Honors Society Club.

EXTRACURRICULAR ACTIVITIES

Elected Director of Website Development, Theta Tau Fraternity

hosting and maintaining the fraternity website using WordPress

Member of Student Events Committee of ICS Student Council

• Coordinated social events for the Information & Computer Sciences student body

Two time Participant, Microsoft College Code Competition

• Obtained a score of 7/12 on the competition within two hours