

Leon Pham

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EDUCATION

UC SANTA CRUZ

B.S. IN COMPUTER SCIENCE

Expected Graduation: June 2019
Santa Cruz, California

LINKS

LinkedIn: [linkedin.com/in/phamleon/](https://www.linkedin.com/in/phamleon/)
Github: github.com/Lphamski

COURSEWORK

UNDERGRADUATE

Web Applications
Computer Architecture
Operating Systems
Databases
Linear Algebra
Introduction to Analysis of Algorithms
Advanced Programming
Software Engineering
Computational Models
Operating Systems

SKILLS

- C/C++
- Python
- Java
- Git
- AWS
- Reactjs
- React-Native
- JavaScript • HTML • CSS3
- MySQL
- PostgreSQL
- Unix
- Linux
- LaTeX

EXPERIENCE

ACCOLADE | SOFTWARE ENGINEER - MACHINE LEARNING INTERN

January 2019 – June 2019

- Working remotely on developing a machine learning model for better data management among their database, using Python, Scikit-Learn, Amazon S3, and etc.
- Implemented the front end with ReactJS along with Flask to incorporate the model written in Python.
- Responsible for feature engineering and data pre-processing around Accolade's ODS database.
- Optimized performance around the creation Pandas data-frames and comparisons among 1.5 million data entries.

MIXEM | MOBILE FRONT-END/DESIGN ENGINEERING INTERN

June 2018 – September 2019

- Worked as a front-end Mobile App developer with React Native and a variety of related tools and libraries to develop and ship a social media application.
- Implemented and utilized Redux for managing application state.
- Responsible for structural design and UI/UX for the app with the assistance of Zeplin.io as design tool.

PROJECTS

SLUGHOUSE Spring 2018

- Developed a web application which represents a housing registry for UCSC students and Landlords looking to rent and/or post room and house listings.
- Responsible for implementing all of the UI/UX design.
- Utilized Vue.js as the javascript framework and jQuery for event handling purposes.
- Worked alongside other students while employing Agile/Scrum practices.

MUSTER Winter 2017

- Built an Android app for scheduling meet-ups and group availability among groups and users.
- Learned how to develop an app in Android Studios and made use of open source libraries.
- Responsible for basic UI and user operations.

TICTACTOE Winter 2016

- Wrote a simple TicTacToe game written in Python.
- Utilized a simple GUI library (tkinter) to allow the user to play against a bot.