Matthew Pham

matthewpham135@gmail.com | 214-973-3108
linkedin.com/in/matt--pham | github.com/matthewpham135
matthewpham135.github.io/personal-website

Education

Bachelors of Science in Software Engineering   Anticipated Graduation: May 2024
The University of Texas at Dallas   Richardson, TX
Relevant Coursework: Data Structures and Algorithm Analysis, Systems Programming in Unix/Linux, Computer Networks, Software Engineering, Operating Systems Concepts, Probability and Statistics

Technical Skills

Languages/Frameworks: Python, C, C++, React, HTML, CSS, JavaScript, Tailwind, Dart, Flutter
Development Tools: Git, Linux, UNIX, Vim, Redux, Vite, Visual Studio Code

Projects

Personal Portfolio - *React, JavaScript, Tailwind, HTML, CSS, GetForm*   September 2022
- Styled website using Tailwind's pre-existing utility classes
- Automated contact form data using GetForm as a form endpoint
- Integrated responsive UI and UX design using media queries to add mobile UI accessibility

Quiz Generator - *React, JavaScript, HTML, CSS*   August 2022
- Designed functional components by applying useState hooks to display quiz UI and track score
- Fetched and processed Open Trivia Database's API to map data for 5 quiz questions at a time

TCP Server-Client Implementation - *C, UNIX*   May 2022
- Implemented 3-way handshake process for TCP server to TCP client connection in C by using 2 websockets for each client-server connection
- Stored database records in a text file which allowed for processing of 100s of client requests to the server simultaneously through use of multi-threading

Multi-Threaded Hash Tree - *C, UNIX*   April 2022
- Developed a C program that computes 32-bit hash values for a given file using the Jenkins's one_at_a_time hash function
- Studied and analyzed optimal thread count for hashing files ranging from 256MB to 4GB in size
- Increased hash processing speeds up to 21 times faster by implementing a multi-threaded binary tree, which allowed for parallel hashing through 1024 threads simultaneously

Home Oversight(HackUTD, StateFarm Challenge**)** - *Flutter, Dart*   November 2021
- Achieved 2nd place against 31 other teams by developing a mobile app that tracks wildfires, providing users with a method of safely exiting the area in case of an emergency
- Deployed the mobile app UI with pop-ups, a navigation bar, and a GUI intended to display NVIDIA AI wildfire prediction data onto a Google map interface

Work Experience

Contracted Event Organizer - Liquid Dogs   June 2022 - August 2022
- Assembled equipment for eSports events which have reached peak viewer counts of 430,537 viewers
- Supervised competitive integrity of multiple teams and assisted in troubleshooting technical PC issues

Cashier - Schlotzsky's   August 2019 - March 2020
- Assembled 50–75 food orders per hour in a fast-paced working environment
- Collaborated with 4-10 crew members at a time to handle customer orders in a timely manner