Panhia (Pan) Vang

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Experience

Programmer / Business Analyst @ American First Credit Union
January 2022 – Present // Brea, CA

- Design, develop, troubleshoot and implement technical solutions and application programs using C#, .NET, and IIS
  - Programmed a reconciliation application to compare source and data warehouse numbers, reducing reconciliation time from 8 hours to 5 minutes
  - Designed web application for managing collateral protection insurance to match web standards and interact with core system API using C#
  - Developed auditing web application to improve auditing and record-keeping on annual credit line renewals
  - Redesigned mini-web application for employee covid screening to include automated emails, ad-hoc reporting, and recordkeeping
- Document and maintain application code for programs, reports, and databases using SQL Server and internal CRM report writer
  - Serve as primary admin to CRM system with responsibilities including monthly reconciliations of database, maintenance and development of workflows, and generating reports and dashboards as needed
- Advocate and drive engineering processes and best practices to improve internal application development and transition legacy code up to standard

Software Developer @ Orange County Department of Education
December 2020 – December 2021 // Costa Mesa, CA

- Code, implement, test, analyze and debug internal financial applications
- Document existing applications and processes
- Provide support to higher level management staff and end users relating to application use and troubleshooting

Systems Analyst / Programmer @ American First Credit Union
October 2019 – December 2020 // Brea, CA

- Develop and maintain in-house applications to automate business processes using .NET, Client/Server environment, MSSQL, and ISS
- Worked with team on design, development, and modification of business processes within CRM system
- Perform quality assurance testing to verify that products and processes conform to business requirements and is error-free
- Design and manage incentive and performance reports within third party reporting system

Awards

Outstanding Graduate Student Scholarly and Creative Activities Award
California State University, Fullerton – April 2020

- Designed a 2-dimensional game using Python and open-source artwork to demonstrate SDLC cycle of developing an application and object-oriented programming

Skills

Programming Languages
C#, SQL, Visual Basic, Python, JavaScript, XML, JSON

Libraries & Frameworks
jQuery, Bootstrap, HTML, CSS, Material Design, .NET, .NET Core, VB.NET

Tools & Platforms
Windows, Microsoft Visual Studio, Microsoft SQL Server, Azure DevOps, Git, Team Foundation Server, IIS, VisualCron, Jira, Confluence, Unity

Projects

flappy lovebird
a 2D arcade game using Unity and C#

Broken Crossing
a 2D game using Python and open source artwork

Maze Room
a command line game to demonstrate object-oriented programming using C++

Education

M.S. Information Systems
California State University, Fullerton
January 2019 – May 2021

B.A. Business Administration
California State University, Fullerton
January 2016 – December 2017