Panhia (Pan) Vang

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| ExperienceProgrammer @ American First Credit Union **January 2022 – Present // Brea, CA**   * Design, develop, troubleshoot and implement technical solutions and application programs utilizing agile practices   + Designed and implemented a reconciliation program for monthly imports from core system, reducing reconciliation time from 8 hours to 5 minutes   + Redesigned web application for managing collateral protection insurance to match web standards and interact with core system API   + 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 abilities for automated emails, ad-hoc reporting, and recordkeeping * Document and maintain application code for programs, reports, and databases   + 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 AwardCalifornia 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 | | | | SkillsProgramming 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 Projectsflappy 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++ EducationM.S. Information SystemsCalifornia State University, Fullerton January 2019 – May 2021 B.A. Business AdministrationCalifornia State University, Fullerton January 2016 – December 2017 |