Nam Do

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Professional Experience

Software Development Intern

Thaddeus Resource Center – La Verne, CA

August 2023 – February 2024

- Improve the reusability and maintainability of the Thaddeus app by developing reusable components and functions in React Native and JavaScript.
- Ensure that the app meets expectations by finalizing the proposed features and design with supervisors.
- Create unit tests with Jest to check that the app is implemented correctly.

Information Technology Student Worker

The University of Arizona James E. Rogers College of Law – Tucson, AZ

- August 2018 December 2023
 - Resolve more than 200 ServiceNow user tickets by providing Tiers 1 and 2 support.
 Increase employee productivity by setting up computers and peripherals for work use.
 - increase employee productivity by setting up computers and peripherals for work use.
 - Maintain an inventory system on Trello for more than 300 pieces of college equipment.

JD-Next Student Worker

The University of Arizona James E. Rogers College of Law – Tucson, AZ

May 2022 – August 2022, May 2023 – August 2023

- Minimized the time needed to create students' score reports by automating the task using VBA macros.
- Automated forms and survey data collection via Qualtrics Workflows.

Education

The University of Arizona - Tucson, AZ

Bachelor of Science in Computer Science

August 2020 – December 2023

• Cumulative GPA: 4.0

Technical Skills

Languages: Bash, C, C++, C#, HTML/CSS, Java, JavaScript, Python, SQL, VBA

Software/Services: Git, Qualtrics, REST APIs, Unity, WordPress

Tools/Libraries: React, React Native

Projects

Music Player | CSc335 Final Class Project

- Implemented Java classes to download demo Spotify tracks.
- Utilized JavaFX to send HTTP GET and POST requests to the Spotify API to gather song information.

Unity Platforming Game | GAME351 Final Class Project

- Developed a platforming game in Unity.
- Designed a functioning and visually appealing UI for users to navigate through the game.

Roguelike Dungeon Game | Personal

• Created a top-down 2D game with enemies, mazes, and items using C++ and the SFML graphics library.