

# Nam Do

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Website: [namdo1225.github.io](https://namdo1225.github.io)  
GitHub: [github.com/namdo1225](https://github.com/namdo1225)

## Employment

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### Web Development Intern

**Aug 2023 – Present**

Thaddeus Resource Center

San Dimas, CA

- Pioneer the transition of Thaddeus' website from Webflow to Next.js, which reduced website costs by 50%.
- Develop reusable and modern React components using TypeScript and Tailwind CSS.
- Implement a CRUD interface so that any employees can make popups to be displayed on the main website.

### Information Technology Student Worker

**Aug 2018 – Dec 2023**

James E. Rogers College of Law

Tucson, AZ

- Resolved more than 200 ServiceNow and Cherwell user tickets by providing Tiers 1 and 2 support.
- Configured computers and peripherals for work use to improve employee productivity.
- Maintained an inventory system on Trello for more than 300 pieces of college equipment.

### JD-Next Student Worker

**May 2023 – Aug 2023**

James E. Rogers College of Law

Tucson, AZ

- Created student reports using VBA macros to minimize the time needed to repeat this task in the future.
- Automated form data collection via Qualtrics Workflows to format over 1000 students' information.

## Education

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### The University of Arizona

**Aug 2020 – Dec 2023**

Bachelor of Science in Computer Science

Tucson, AZ

- Cumulative GPA: 3.973

## Projects

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### GitHub Visualizer

**Sep 2023 – Dec 2023**

- Provided a visual interface using Windows Forms to execute commands on Git repositories.
- Developed an API in C# to interact with the GitHub API to read and write to a user's local or remote repository.
- Employed Windows Credential Manager to store and retrieve the user's access token.

### Spotify Music Player

**Nov 2022 – Dec 2022**

- Programmed Java methods to send HTTP GET and POST requests to the Spotify API to gather song information.
- Designed a user interface that can play Spotify tracks using JavaFX.
- Implemented the Authorization Code with PKCE flow so that Spotify users can log in to the application.

### Roguelike Dungeon Game

**Jan 2021 – Dec 2021**

- Created a top-down 2D game with enemies, mazes, and items using C++.
- Utilized the SFML software development library to create visuals and audio for the game.

## Technical Skills

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

**Tools:** Firebase, MongoDB, Next.js, Node.js, React, REST APIs, Tailwind CSS, Window Forms

**Software:** Jira, Git, Qualtrics, Unity, Webflow, WordPress