Nam Do

namdo1204@gmail.com * (520) 265-6455 * namdo1225.github.io * Tucson, AZ

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.
- 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

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.