

Nam Do

Tucson, AZ
namdo1204@gmail.com
(520) 265-6455

Website: namdo1225.github.io
GitHub: github.com/namdo1225

Employment

Web Development Intern

Aug 2023 – Present

Thaddeus Resource Center

San Dimas, CA

- Pioneer the transition of the organization's website from Webflow to Next.js.
- Develop reusable React components in JavaScript that are widely utilized throughout the frontend.
- Implement a CRUD interface so that any company employee can create and modify website pop-ups.

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

The University of Arizona

Aug 2020 – Dec 2023

Bachelor of Science in Computer Science

Tucson, AZ

- Cumulative GPA: 3.973

Projects

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

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

Tools: MongoDB, Next.js, Node.js, React, React Native, REST APIs, Window Forms

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