Nam Do

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

Employment

Software Development Intern

Aug 2023 – Present

Website: namdo1225.github.io

GitHub: github.com/namdo1225

Thaddeus Resource Center

La Verne, CA

- Develop reusable React Native components in JavaScript to reduce 20 app screens and files into one module.
- Ensure that the software exceeds expectations by finalizing the proposed features and design with supervisors.
- Implement unit tests using Jest to check that the software's code is written correctly.

Information Technology Student Worker

Aug 2018 - Present

James E. Rogers College of Law

Tucson, AZ

- Resolve more than 200 ServiceNow and Cherwell user tickets by providing Tiers 1 and 2 support.
- Configure computers and peripherals for work use to improve employee productivity.
- Maintain 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

- Create 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: 4.0

Projects

GitHub Visualizer

Sep 2023 – Present

- Collaborated with classmates on a .NET Windows Forms app to visualize a local or remote Git repository.
- Developed an API in C# to interact with the GitHub API to read and write to a user's remote repository.

Music Player https://github.com/namdo1225/20230526_DemoSpotifyPlayer

Nov 2022 – Dec 2022

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

Roguelike Dungeon Game

Jan 2021 - Dec 2021

https://github.com/namdo1225/SFML19_RoguelikeDungeon

- 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: Next.js, React, React Native, REST APIs

Software: Git, Qualtrics, Unity, Webflow, WordPress