

# Nam Do

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

## Employment

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### Software Development Intern

**Aug 2023 – Present**

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

- 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: 4.0

## Projects

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### GitHub Visualizer

**Sep 2023 – Present**

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

### Music Player

**Nov 2022 – Dec 2022**

[https://github.com/namdo1225/20230526\\_DemoSpotifyPlayer](https://github.com/namdo1225/20230526_DemoSpotifyPlayer)

- 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](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

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

**Tools:** Next.js, Node.js, React, React Native, REST APIs

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