NGOC-THAO LY

SOFTWARE ENGINEER | New York, NY

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EDUCATION

Oregon State University — January 2023 – Exp. December 2024
Bachelor of Science – BS, Computer Science — 4.0 GPA

The City College of New York — August 2016 – February 2021
Bachelor of Science – BS, Mechanical Engineering — 3.32 GPA

EXPERIENCE

Exam Prep Tutor | Replications Inc. · Practice Benefit Corp. · Huntington Learning Center — June 2022 – Current

- Provided engaging instruction for students and created lesson plans tailored to individual students' needs
- Participated in regular meetings to discuss student progress and suggest program changes
- Assisted students in passing common core classes and achieving their desired exam scores
- Students' exam scores increased by up to 25% after receiving instruction

Mechanical Engineer · CAD Drafter | MKS Advanced LED — September 2021 – May 2022

- Collaborated with chief engineer, designers, and managers on ongoing and new lighting design projects
- Created, revised, and edited designs based on product goals, testing results and feedback
- Maintained communication and worked with outsourced manufacturers and designers to develop products
- Designed working prototypes for multiple company projects and prepared documentation for their patenting

SKILLS

Languages	Python · Javascript · HTML · CSS
Framework & Libraries	ExpressJS · OpenGL
Other	ReactJS · NodeJS · Figma · Selenium · Solidworks

PROJECTS

Exercise Log Web Application | Javascript · React · Node · Express — August 2023

- Developed a single-page web application that allows a user to freely register, edit and delete exercise routines
- Followed MERN stack architecture and implemented a REST API to support CRUD operations
- Utilized MongoDB for persistence in order to securely save and retrieve logged data
- Implemented React components to create the user interface and allow navigation between pages

Abstract Data Structure Implementations | Python — July 2023 – August 2023

- Tasked with creating personal implementations of abstract data structures (stacks, trees, heaps, hash maps)
- Studied ADT applications and their structures, identifying necessary functionalities and limitations
- Designed unit test cases and met desired runtime requirements for all classes and methods
- Successfully implemented working ADTs and their variations while avoiding the use of built-in structures and methods wherever possible