Anthony Ngo

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Education

Seattle, WA — Seattle University — June, 2022

- Major: Computer Science, Bachelor of Science (GPA: 3.5/4.0)
- Relevant Coursework: Algorithms & Data Structures, Databases Management, Data Visualization, Intro to CS
- School organizations: Computer Science Club *officer*, Robotics *design lead*

Employment

Logistics, Associate — **Amazon** — **June 2019 - August 2019**

- Improved package scanning application performance by 25% by updating outdated components
- Spearheaded tracking of packages around the warehouse by usage of scanners attached to knuckles connected via Bluetooth
- Improved upon internal packages dashboard by using Python to handle database parsing
- Leveraged knowledge in JavaScript, Python, databases

Systems Engineer, Intern — **Wikispeed** — **June 2018 - August 2018**

Roadster: ultralight carbon fiber car

- Implemented the onboard computer which led to a hyper-efficient engine capable of getting 100 miles per 2 hours of charge
- As an engineering intern, collaborated with 4 people to design the software architecture capable of reading data from sensors, tires, and engine
- Increased team performance by a significant amount by utilizing Git
- Leveraged knowledge in Git, OpenRISC architecture, C++, Multimeter, Protocol Buffers

Software Projects

Spotify Diary

- Developed a web app using React that allows users to visualize personal statistics, such as top tracks, artists, recommendations, and podcasts
- Incorporated persistent offline data storage to archive songs
- Integrated Spotify API enabling queries of tracks and artists
- Utilized: React, Node.js, CSS, JavaScript, HTML

Hackathon: Global Game Jam

- Designed and implemented a video game in C# ideated within 48 hours with 4 people
- Was responsible for script development, designed gameplay mechanics for the player and enemies
- Inspired from survival and horror games
- Utilized: Unity, C#, Graph theory

PokeDroid

- Conceptualized an Android application using Java that allows users to easily search through a portable database of creatures from the game series Pokemon
- Integrated openCV library allowing users to scan and identify unknown Pokemon creatures
- Incorporated detailed information about each creature entry, such as types, abilities, and weaknesses
- Utilized: Java, Android, openCV, caching, persistent data, SQLite

Skills

Software: (*proficient*): Linux, Git, Java, C#, C++ (*familiar*): SQL, JavaScript, HTML/CSS
Technical: (*proficient*): React, Vue (*familiar*): Firebase, Node.js