NHI CHUNG

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Web portfolio: http://nhibchung.github.io

SUMMARY

Software engineer interested in all aspects of software development especially in regards to virtual reality, video game, computer graphics, and geospatial technologies. Adaptable, analytical, and detail oriented self-starter with a passion for learning; able to prioritize effectively to accomplish multiple tasks with creativity and stay calm under pressure.

SKILLS

Personal
- Fast learner | Eye for detail | Problem solving skills | Experienced in fast paced high pressure environments | Bilingual; fluent in both English and Vietnamese

Technical
- Junior-level programming skills in C++, Python, Java, C, SQL, JavaScript, HTML5, CSS
- Knowledge of mapping APIs (Carto, Google Maps, ArcGIS JS, Mapbox, Leaflet)
- Proficient with GIS software such as ArcGIS, Quantum GIS and remote sensing tool ENVI
- Experience with Visual Studio IDE, Eclipse for Java IDE, Atom IDE
- Familiar with Unity3D, JIRA, Agile, Scrum, Git, Google Analytics, MS Office, Photoshop

EDUCATION

Aug 2016 - May 2018 **California State University, Fullerton**   Fullerton, CA

Master of Science in Software Engineering (MSE) - GPA 3.79

Sep 2013 - Jun 2015 **University of California, Santa Barbara**   Santa Barbara, CA

Bachelor's Degree in Geographic Information Science (GIS) - GPA 3.66
- Dean's Honors: UCSB Winter 2015, Spring 2015

Aug 2011 - Jul 2013 **Orange Coast College**   Costa Mesa, CA

Associate Degree - GPA 3.57
- Honor's List: OCC Fall 2011, CCC Summer 2012, CCC Fall 2012
- President's List: OCC Spring 2013

EXPERIENCE

Dec 2015 - Jan 2017 **City of San Jose**   San Jose, CA

Geographic Systems Specialist II
- Built web maps using JavaScript, Google Maps API, Apps Engine, Carto API, and AngularJS. See map gallery at: http://csj-mapsgallery.appspot.com
- Set up the city's pilot Open GIS Data Portal site. View site image here
- Helped migrate enterprise GIS, created and published public facing GIS REST services for basemaps, utilities, and aerial imagery: http://gis.sanjoseca.gov/arcgis/rest/services/Publish
- Used ETL tool (FME) to create and update workflows for database migrations
- Performed digitization for the city's basemaps using ESRI ArcGIS
- Provided guidance to a new hire and an intern

Dec 2014 - Jun 2015 **University of California, Santa Barbara**   Santa Barbara, CA

Software Intern - STKO Lab (Space and Time for Knowledge Organization)
- Aided post-doc and PhD students by developing programs for research projects
- Used FuzzyWuzzy for Java (a string matching API) for geocoding purposes
- Set up RESTful web service to interact with Google's Geocoding API
- Utilized Java to stream, filter, and clean Twitter data for a social media project

Software Intern - Center for Spatial Studies
- Project summary: sentiment analysis using Python, JSON, and CSV format to extract subjective words/ phrases from a big data set (a corpus of travel blogs)
- Aided post-doctorates by developing Python scripts to parse JSON data
- Analyzed research papers and data sets to find the best ways to extract data

PROJECTS

Oculus Rift VR Exploration Game
- Immersive VR game level created with Unity3D
- Explore the frozen landscape to see what awaits outside the castle walls
- Test your skill at the archery range and be on the lookout for vicious(ly cute) bunnies
- Use the Oculus Avatar hand features for Touch to interact with the environment
- Project link: http://nhibchung.github.io/project/oculusExploration/oculusExploration.html

VR Labyrinth for Google Cardboard - Udacity project
- VR game created with Unity3D for Google Cardboard
- Explore the maze to find hidden treasure within the Greek temple
- Look for hidden waypoints to get a bird's-eye view of the scene
- Project link: http://nhibchung.github.io/project/vrLabyrinth/vrLabyrinth.html

Interactive Solar System created with Unity3D Game Engine
- 3D browser-based Solar System application
- Clickable objects and minimap
- The sun and all planetary objects created using NASA images
- Project link: http://nhibchung.github.io/project/solarSystem

Interactive Web Map of Tweets about the 2016 Presidential Candidates – Course Project
- Map of tweets about candidates for the 2016 Elections with data collected over 4 weeks
- Heatmap layer showing spatial concentration of tweets for the top six candidates
- Six layers of location markers with candidates' details and tweet contents
- Project link: http://nhibchung.github.io/project/electionWebmap.html

GIS Group Poster Presentation – Course Project
- Used Java programming language and Twitter to gather geotagged tweets containing 6 popular presidential candidates to make predictions for the 2016 elections
- Compared data with polls, performed sentimental analysis using the Stanford NLP API
- Poster Link: http://nhibchung.github.io/project/gisPoster.pdf

COURSES

Sep 2013 - Jun 2015   **University of California, Santa Barbara**   Santa Barbara, CA

Python - Intro to Computer Science (CMPSC 8)
C - Problem Solving I (CMPSC 16)
C++ - Problem Solving II (CMPSC 24)
Java - Conceptual Modeling and Programming for the Geo-Sciences (GEOG 178)
Analytical & Computer Cartography - Web Mapping with JavaScript and HTML5 (GEOG 128)
Calculus with Applications 2 (MATH 3B)
Linear Algebra with Applications (MATH 4A)

Aug 2016 - Present   **California State University, Fullerton**   Fullerton, CA

Systems and Software Standards and Requirements (CPSC 541)
Advanced Software Process (CPSC 544)
Software Design & Architecture (CPSC 545)
Modern Software Management (CPSC 546)
Professional, Ethical and Legal Issues For Software Engineers (CPSC 548)

Present   **Independent Coursework**

Coursera - Introduction to Game Development
Udacity - Introduction to Virtual Reality
Udacity - VR Scenes and Objects
Udacity - VR Software Development