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 AR/VR, 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 C#, JIRA, Agile, Scrum, Git, Google Analytics, Photoshop

EDUCATION

Aug 2016 - May 2018 **California State University, Fullerton** Fullerton, CA
Master of Science in Software Engineering (MSE) - GPA 3.83

Sep 2013 - Jun 2015 **University of California, Santa Barbara** Santa Barbara, CA
Bachelor's Degree in Geography - 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

Jun 2018 - present **Boeing** Greater Los Angeles Area
Software Engineer (Level II)
- Augmented Reality, Unity3D, C#
- Assist with the development, documentation and maintenance of architectures, requirements, algorithms, interfaces and designs for software systems
- Develop, maintain, and integrate software components into a fully functional software system

Dec 2015 - Jan 2017 **City of San Jose** San Jose, CA
Geographic Systems Specialist II
- Built web maps using Google Maps API, Apps Engine, Carto API, JavaScript, HTML5, CSS 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 link
- 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

PROJECTS

Poke-A-Mole Augmented Reality(AR) Game

- Interactive AR game created with Unity3D, C#, and Vuforia AR Groundplane
- Watch for sneaky moles to pop out of the ground and tap before they go back into hiding
- Deployable for supported mobile platforms such as Android and iOS
- Project link: https://nhibchung.github.io/project/pokeAMoleAR/pokeAMoleAR.html

Oculus Rift VR Exploration Game

- Immersive VR game level created with Unity3D in C#
- 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 SDK hand features for Touch to interact with the environment
- Project link: http://nhibchung.github.io/project/oculusExploration/oculusExploration.html

VR Labyrinth for Android Google Cardboard – based on a Udacity project

- VR game created with Unity3D in C#
- 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 WebGL Solar System application with 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

- 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
- Web map created with JavaScript, HTML5, CSS and Mapbox API
- Project link: http://nhibchung.github.io/project/electionWebmap.html

GIS Group Poster Presentation – Course Project

- Used Java 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

University of California, Santa Barbara

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, HTML5, CSS (GEOG 128)
Calculus with Applications 2 (MATH 3B)
Linear Algebra with Applications (MATH 4A)

California State University, Fullerton

Systems and Software Standards and Requirements (CPSC 541)
Software Verification and Validation (CPSC 542)
Software Maintenance (CPSC 543)
Advanced Software Process (CPSC 544)
Software Design & Architecture (CPSC 545)

Independent Coursework

Saylor Academy - Elementary Data Structures (CS 201)
Udacity courses - Introduction to Virtual Reality, VR Scenes & Objects, VR Software Development
(Note: please visit LinkedIn for a complete list of courses)