

Tin Vo

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Education The University of Texas at Austin

Class of December 2016

- Bachelor of Science, Computer Science
 - GPA: 3.76
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Experience Clutch Analytics – *Software Developer* / Austin, Texas

February 2016 – Present

- Created on an application that manages the active agents using NodeJS, ExpressJS, AngularJS, and MongoDB
- Worked Clutch's clients' websites using WordPress, Bootstrap, HTML, CSS, and Javascript
- Technical support

Fujitsu Network Communications - *Software Developer* / Richardson, Texas June 2016 – August 2016

- Worked on platform team to analyzed the disk issues
- Added S.M.A.R.T – a tool used to control and monitor storage systems and used Bitbake – a build engine to build the image to test the Fujitsu boards

Hai Computer Service- *Contractor* / Dallas, Texas

January 2011 – April 2013

- Developed and designed websites for restaurants and nail salons
 - Primary languages used were front-end technologies including HTML, CSS, and JavaScript
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Projects Web Development Projects

- **GGMate** - Developed a website that shows an abundance of information and allows extensive search ability for games, related-companies, people, and platforms. Technologies used were Flask, AngularJS, PostgreSQL, Bootstrap, CSS, and JavaScript. <http://ggmate.me>
- **Chatroom Application**: currently working on a real-time chatroom application utilizes NodeJS, ExpressJS and Socket.io
- **Slangs Dictionary Application**: made a dictionary for Internet Slangs written in Python using Flask, Flask-SQLAlchemy, and Bootstrap to manage the application. The application is deployed on Heroku. <http://slang-dict.herokuapp.com>
- **Weather API**: Wrote a REST API using Java and Spring which can respond to requests for weather; it takes a location and responds with current conditions

Mobile Development Projects

- **VenDecor** - Created an iOS app that allows users to sell/buy old/unwanted furniture. Users can find cheap or free stuffs from the app, and they can interact with each other <https://github.com/tinvo1101/VenDecor>
 - **Planes Shooting** - Currently working on a horizontal Galaga style iPhone game in Swift
 - **ComicApp** - Wrote an iOS web comic viewer in Swift that utilizes the API feed from xkcd.com
 - **Space Cannon** - Made an iPhone space cannon shooting game in Objective-C using SpriteKit
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Skills/Tools Proficient:

- Java / C / C++ / Python
- SQL / MySQL / Data Modeling
- Git / Linux / X86 assembly language

Experienced:

- HTML5 / CSS3 / JavaScript / PHP / Bootstrap
 - Flask / NodeJS / ExpressJS / AngularJS / Socket.io
 - Objective-C / Swift
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Coursework Software Engineering, iOS Mobile Computing, Big Data Programming, Data Management, Computer Networks, Introduction to Computer Security, Network Security and Privacy, Algorithms and Complexity, Operating Systems, Computer Architecture