David Pham

<Full Stack Developer>

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EDUCATION

DigitalCrafts (May 2016—Present)

University of Hawai'i at Mānoa (Aug. 2006—May 2010)

- Bachelor of Arts in Journalism

RECENT PROJECTS

Pictionary: Originally a "draw-together" app utilizing HTML5 as the canvas and leveraging Socket.IO to provide collaborative experience across computers. Me and a classmate added chat functionality using Node.js to make it further engaging/challenging as a Pictionary game to store "secret words" as the Pictionary topic to draw.

Sports Map/Ticket Aggregator: Worked on a team creating an app that maps out current matches using Google Maps and utilizing TicketMaster API to aggregate ticket purchases with corresponding matches. We had a limitation with free accounts that restrict API calls to SportsRadar API, but we offset that by learning to store and call JSON data locally.

Canvas Game: Objective was to create a "chase-the-goblin" game with Javascript with 32-bit sprites. I enhanced the experience by incorporating bootstrap, Google Fonts, and higher resolution sprites for a more visually-appealing experience.

RELEVANT WORK EXPERIENCE

Year Up

Information Technology Instructor (Jan. 2015—April 2016)

- Facilitated learning through a student-centered environment, ensuring knowledge of content in Computer Hardware, Operating Systems, Project Management, and Network Infrastructure.
- Problem solved site-wide IT issues (wireless connectivity, AV equipment, intermediary between ATL and National headquarters).

MailChimp

Customer Support Technician (Aug. 2012—July 2014)

- Consistently surpassed average monthly ticket quota by 120%.
- Replicated user issues in test environment and provided documentation to developers.

AmeriCorps VISTA

Technology Coordinator (Feb. 2011—Feb 2012)

- Worked in-person and remotely with over 50 staff members when computer issues occurred.
- Conceptualized and created school's first E-Yearbook using HTML and Javascript to offset traditional yearbook costs (ink, shipping, page count, etc).