# Thuc Phan

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## Objective

To obtain a software engineering position and apply programming knowledge and skills in order to exceed expectations and produce results.

## Education

**UNIVERSITY OF CALIFORNIA, SAN DIEGO**

· Bachelor of Science in Computer Science, expected March 2021, GPA 3.24

**SAN DIEGO COMMUNITY COLLEGE**

· Computer Science, December 2017, GPA 3.79

## Skills

**LANGUAGES**

· C++, Java, Swift, C, ARM, HTML, CSS, JavaScript

**TOOLS AND TECHNOLOGIES**

· ReactJS, Firebase, Windows, MacOS, Unix, Eclipse, Visual Studio, git

## Projects

**MAFIA | GITHUB.COM/PHANCTHUC/SPICY-MAFIA | SEPTEMBER 2018**

· Based on the classic party game, Mafia is a web game that allows players to connect individually on their own mobile devices, desktop, etc. paired with automated gameplay while also promoting social interaction.

· In a team of ten people, designed and implemented with ReactJS as the frontend and Django as the backend.

· Worked closely with ReactJS and in designing the entire user interface of the game with an emphasis on mobile gameplay.

**CLIMA WEATHER APP | GITHUB.COM/PHANCTHUC/CLIMA-APP | OCTOBER 2019**

· Implemented an iOS application in Swift that fetches weather information using the OpenWeatherMap.org API based on user location.

**PERSONAL WEBSITE | THUCPHAN.COM | GITHUB.COM/PHANCTHUC/THUCPHAN-PERSONAL-WEBSITE**

· Designed and developed personal website using ReactJS and CSS

· Deployed and hosted using Google Firebase

## Related Coursework

· Advanced Data Structures
· iOS App Development
· Software Engineering

· Design/Analysis of Algorithms
· Web Client Languages
· Interaction Design

· Principles of Computer Operating Systems
· Project in Computer Architecture