# Philip Bui

### Greater Boston Area, Massachusetts

bilphui@gmail.com | (508) 963-2475 | phbui.github.io | linkedin.com/in/phi-bui | github.com/phbui

#### **OBJECTIVE**

Computer Science professional with expertise in web development and accessibility. Focused on using technical skills and inclusive design passion for creating innovative user experiences.

#### **EDUCATION**

Worcester Polytechnic Institute, Worcester, MA B.S. in Computer Science, GPA 3.85/4.00 Dean's List

December 2023

Fall 2021 & 2022, Spring 2023

**SKILLS** 

Programming Languages: Java, HTML, CSS, JavaScript, TypeScript, C#, C++, SQL, VBA

Software Development: Git, JavaFX, ¡Query, React, React Native, Vite, AWS, Unity3D, Apache Derby Project Management: GitHub Project, Notion, Trello, Jira, Microsoft Teams, Slack, Notion, Google Drive Creative:

Photoshop, Photopea, Blender, After Effects, HitFilm, iMovie, Clipchamp

### **EXPERIENCE**

Website Developer Intern, ProsperOn

June 2023 - September 2023

- Developed interactive website and financial simulator pages, incorporating accessibility improvements.
- Managed pull requests and generated thorough documentation, facilitating seamless future developments.

Area Manager Intern, Amazon

June 2023 - August 2023

- Optimized 719 drop zones down to 221 and developed a scalable, internal web tool with AWS Lambda.
- Projected to achieve a 95% cost reduction, saving Amazon over \$10k per Amazonian trained in drop zones.

Freelance Website Developer

February 2023 - Present

- Partnered with artists to transform creative visions into high-impact, visually engaging websites.
- Ensured reliable performance across devices by fine-tuning website code for efficiency.

## **PROJECTS**

**Project Pop** March 2023 - Present

- Assembled and guided a multi-talented team of 9 to bring a unique game vision to life as project lead.
- Directed the game's creative process, from mechanics and narrative to aesthetic design, using storyboards.
- Leveraged generative AI to enhance foundational designs, converting this project into a case study.

Nitrogen Cycle Public Outreach AR Game for Boys & Girls Club, WPI IQP

October 2022 - March 2023

- Corresponded with the Boys & Girls Club and WPI's STEM Education Center to align project deliverables.
- Led an 8-person team to develop an educational AR game, receiving an 86% approval rating from users.
- Facilitated learning for 100% of players on at least one core concept of the nitrogen cycle in agriculture.

Medical Service Request System for Brigham & Women's Hospital, WPI Software Engineering March - May 2022

- Streamlined the development of a 20+ page service request system as a key front-end engineer
- Contributed to the system framework including 200+ classes, 24 interfaces, and 87 front-end controllers.
- Utilized UML and user stories and developed interactive visual simulations and navigation systems.

### **VOLUNTEER EXPERIENCE**

Social Media Manager, Worcester Senior Center & Luv Michael

August 2019 & May 2021