

Philip Bui

Cambridge, Massachusetts

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OBJECTIVE

Computer science student seeking opportunities in inclusive and accessible front-end software development.

EDUCATION

Worcester Polytechnic Institute, Worcester, MA

B.S. in Computer Science, GPA 3.82/4.00

Dean's List

Aug 2021 - Dec 2023

Fall 2021 & 2022, Spring 2023

SKILLS

Programming Languages: Java, JavaScript, TypeScript, C, C#, C++, SQL, VBA, Python, GLSL ES, Solidity
Software Development: React, CSS, HTML, Git, Node.js, Oracle, JavaFX, Unity3D, AWS, MongoDB, OpenAI
Project Management: GitHub Project, Slack, Trello, Jira, Notion

EXPERIENCE

Website Developer, ProsperOn

Jun 2023 - Present

- Developed accessible financial simulation web pages with Typescript using React, based on Figma designs.
- Designed and integrated RESTful APIs with Node.js and assumed ownership of and updated legacy code.

Operations Intern, Amazon

Jun 2023 - Aug 2023

- Developed an internal, mapping application, projected to reduce costs by >\$10k (95%) per trained employee.
- Built a Node.js server for efficient data retrieval from Amazon's FCResearch, optimizing inventory tracking.
- Located and monitored >7,000 lost inventory items, reducing misplacement with a data-driven approach.
- Authored white papers and led sustainability initiatives, supporting Amazon's carbon neutrality goals.

Freelance Website Developer

Feb 2023 - Present

- Collaborated with artists to transform creative visions into visually engaging digital experiences with React.

PROJECTS

Blockchain-Based Smart Contracts for Low-Income Housing Development, WPI MQP

Aug 2023 - Present

- Developed an OpenGov smart contract system that cut permit-related pre-development time by months.
- Designed a system to display statistics for tax credits & subsidies on parcels utilizing OpenAI APIs and GIS.

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

Oct 2022 - Mar 2023

- Communicated 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.js game, receiving an 86% approval rating from users.
- Facilitated learning for 100% of players on at least one core concept of nitrogen cycles in agriculture.

Medical Service Request System for Brigham & Women's Hospital, WPI Software Engineering

Mar - May 2022

- Streamlined the development of a 20+ page service request system as a key front-end engineer with JavaFX.
- 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 in Java.

OTHER EXPERIENCE

Community Events Coordinator, WPI Powerlifting

Mar 2023 - Present

Member, Upsilon Pi Epsilon

Jan 2023 - Present