

Philip Bui

Greater Boston Area, Massachusetts

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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, jQuery, React, React Native, Vite, WebGL, 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, developed a scalable, internal web tool with AWS.
- 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 AR game, receiving an 85.7% 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