

Philip Bui

Worcester, Massachusetts

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EDUCATION

Worcester Polytechnic Institute, Worcester, MA

B.S. in Computer Science, GPA 3.84

Dean's List Academic Achievement Award

December 2023

Fall 2021 & Fall 2022

SKILLS

Programming Languages:

Java, Javascript, C++, C#, CSS, HTML, SQL

Software Development:

GitHub, JavaFX, React Native, WebGL, Unity3D, Apache Derby

Project Management:

GitHub Project, Trello, Jira

Creative:

Photoshop, Blender, After Effects, HitFilm, iMovie

PROFESSIONAL EXPERIENCE

Amazon

Area Manager Intern - Operations

Salem, Oregon

June-August 2023

PROJECTS

Nitrogen Cycle Public Outreach Augmented Reality Game for Boys & Girls Club

October 2022-March 2023

In collaboration with WPI's Interactive Qualifying Project program & STEM Education Center.

- Recruited a team of 5 people proficient in Javascript, HTML, CSS, React, Three.js, AR.js, and Git.
- Corresponded with representatives from Boys & Girls Club and WPI's STEM Education Center.
- Formed & integrated educational goals on the social impact of nitrogen cycles in agriculture & food security.
- Conceptualized gameplay features & mechanics and presented them in storyboards.
- Designed the user interface and game assets utilizing Javascript, HTML, CSS, Photoshop, and Blender.

Medical Service Request System for Brigham & Women's Hospital

March-May 2022

In collaboration with WPI's CS3733 Software Engineering Course.

- Implemented Agile development methodologies & software design patterns in Java.
- Composed surveys, interviews, user stories, scenarios, UML use case, class, sequence, and activity diagrams.
- Developed the front-end page navigation system utilizing JavaFX & CSS.
- Maintained the back-end request management system utilizing Apache Derby & SQL.
- Orchestrated the interactive visual simulation subgroup.

VOLUNTEER EXPERIENCE

- Social Media Manager, Luv Michael
- Social Media Manager, Worcester Senior Center

May 2021

August 2019

INTERESTS

- Organizing social gatherings & management of group activities, events, etc.
- Facilitating strategic, creative problem-solving D&D RPG sessions as a Dungeon Master for 2000+ hours.
- Modifying code in pre-existing games/game engines and engineering new features & scenarios.
- Connecting with and learning from individuals with differing backgrounds & perspectives.
- Cultivation of mind, body, and spirit through physical fitness, meditation, etc.