Philip Do

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Education:

University of California, Los Angeles (UCLA)

Master of Engineering, Autonomous Systems, M.Eng. Computer Science and Engineering, B.S. - GPA: 3.7

Los Angeles, CA
Expected Summer 2025
Graduated June 2024

Professional Experience:

Deloitte & Touche LLP | Cyber & Strategic Risk Intern

Seattle, WA - Summer 2023

- Conducted thorough research on cybersecurity vulnerabilities, assessing client's internal controls to mitigate risks from outdated network protocols, unpatched systems, and misconfigured servers
- Generated reports that evaluated if client's cybersecurity measures were compliant with the NIST Special Publication 800-53 Rev. 5 and HIPAA requirements with recommendations to remedy unmet standards

NASA Jet Propulsion Laboratory (JPL) | Software Engineering Intern

Pasadena, CA - Summer 2022

- Prototyped a web-based implementation of the Computer Aided Engineering for Systems ARchitecture (CAESAR) Workbench to improve accessibility and UI/UX by porting over the Eclipse-based workbench used by some of JPL's flagship flight projects (Europa, Psyche, MSR) to design their complex systems
- Focused on backend to create a REST service with OML API integration, exception handling, and unit tests

Northrop Grumman Corporation | Software Engineering Intern

Redondo Beach, CA - Summer 2021

- Developed an AngularJS website to showcase internal R&D updates and advertise to customers
- Automated PDF report generation of team GitHub statistics using Python and the GitHub REST API
- Leveraged Infrastructure as Code through Ansible to automate the deployment of hardened machines
- Revamped the previous onboarding process with a visual overhaul to reduce new hire onboarding time

Boeing Company | High School Internship Program Lead

Huntington Beach, CA - Summer 2020

- Developed a virtual internship program for 65 high school interns
- Organized 20+ events, including tech talks with company leaders, financial advising, and college panels
- Conducted adjustment from traditional in-person internship to virtual internship program

Boeing Company | High School Systems Engineering Intern

Seal Beach, CA - Summer 2019

- Simulated lunar mining colony development in Systems Toolkit (and earned an expert certification), identifying a potential 24% increase in mass payload capacity when using xenon ion engines
- Led team of 8 interns to provide IT support for a program of 70+ interns and create separate internship site

Extracurricular Experience:

Secure Systems & Architectures Laboratory | Student Researcher

April 2024 - Present

- Researching real-time ML integrated processing for multi-camera object masking in mixed reality (MR) environments, focusing on lightweight operation and accuracy in preserving privacy and user experience
- Leading design and optimization of system pipeline, creating diverse synthetic and real-world datasets along with evaluation metrics to benchmark performance and support the broader research community

Rocket Project at UCLA | Electronics Subteam & Avionics Software Lead (2022-2023)

2020 - 2024

- Built and maintained code that powers ground systems microcontrollers, DAQ GUI, and avionics GUI
- Managed component team general members and defining standards for the software development process
- Redesigned the entire Rocket Project at UCLA website to modernize club publicity and showcase sponsors

Engineering Society at UCLA (ESUC) | Webmaster (2022 - 2023)

2022 - 2024

• Created, maintained, and expanded mobile and web applications that are used by thousands of current and prospective engineering students for ESUC and the UCLA Henry Samueli School of Engineering

Skills:

- Languages: C/C++, Java, Python
- Full stack development: HTML, CSS, JavaScript
- Skilled in graphic design and digital media
- Bilingual: English and Vietnamese

- Frameworks: AngularJS, Spring, Vue.js
- Hardware: Arduino and VEX Robotics
- Effective collaborative or independent worker
- Leadership and communication