

PHONG V. CAO

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EDUCATION

Stony Brook University
Bachelor of Science in Computer Science

Stony Brook, NY
May 2015

COMPUTER SKILLS

Database: Microsoft Access, MySQL, SQLite, PostgreSQL
Operating Systems: Microsoft Windows, Redhat/Fedora Linux, Ubuntu Linux
Software: Adobe Photoshop, Illustrator, Dreamweaver, Microsoft Office Suite, Internet Browsers, Email Clients
Programming Languages: C, C++, Java, Python, JavaScript, Visual Basic, SML
Libraries: STL, Boost, Django, Swing, jQuery, SQLite3, MediaInfo, Libxml2
Linux Libraries: GTK+/Gtkmm, GStreamer/GStreamermm, libxml++, libnotify, gettext
Markup/Scripting/Query Languages: HTML, CSS, XML, SQL, Bash
Development Tools: Eclipse, Git, GDB, GCC, Valgrind, Autotools, GNU Make

RELEVANT EXPERIENCE

Stony Brook University

Student Programmer - Division of Information Technology

Stony Brook, NY
May 2014 - Present

- Collaborate with OVPR DoIT Team to develop <http://research.stonybrook.edu/>, the official website for the Office of the Vice President for Research.
- Script an Oracle Taleo theme for Stony Brook At Work, a HRMS used by SBU Human Resource Services.
- Notable Contributions: *YoutubeVideoGallery (Drupal/jQuery)*, *DynamicMobileLayout (JavaScript/jQuery)*, *DynamicImgMap (Drupal/jQuery)*, *HRSTaleoBranding (HTML/CSS)*

Stony Brook University

Teaching Assistant - Computer Science Department

Stony Brook, NY
Sept 2013 - Dec 2013

- Assist students during lab sections by reviewing lecture notes, homework assignments and lab exercises.
- Proctor examinations with instructors and other teaching assistants.
- Classes Assisted: *Object-Oriented Programming in Java (Dr. Paul Fodor)*

PROGRAMMING PROJECTS

Dingo Media Manager

Personal Open-Source Project

Stony Brook, NY
Jun 2011 - Present

- Develop and maintain Dingo Media Manager, an open-source software that helps Linux users manage and enjoy their video and audio collections.
- Languages Used: C, C++, SQL (SQLite), XML
- Libraries Used: Boost, Gtkmm, GStreamermm, MediaInfo, SQLite3, libxml++, libnotify, gettext
- Design Patterns: Observer, Delegation, Facade, Model-Delegate (Model-View-Controller)
- Development Tools: Eclipse, Git, GDB, GCC, Valgrind, Autotools, GNU Make

PathX Mini-Game

Programming Course Final Project

Stony Brook, NY
Feb 2014 - May 2014

- Developed PathX, a single-player mini-game where the player assumes the role of a robber driving through numerous obstacles to bring the robbed money to the hideout.
- Languages & Libraries Used: Java, XML, Swing, XSD
- Algorithms Applied: Dijkstra's Shortest Path, Depth-First Traversal (Graph Cycle Extraction), Recursion
- Design Patterns: Singleton, Prototype, Observer, Delegation, Facade, Model-View-Controller
- Development Tools: MiniGameFramework, Netbeans, Git, GIMP, Inkscape

Stony Brook Research

Part-time Job Team Project

Stony Brook, NY
May 2014 - Present

- Collaborate with OVPR DoIT Team to develop <http://research.stonybrook.edu/>, the official website for the Office of the Vice President for Research.
- Languages Used: PHP, JavaScript, HTML, CSS
- Technology Stack: Acquia, Drupal, Varnish, Apache, MySQL, CAS
- Libraries Used: PHPTemplate, phpCAS, jQuery, jQuery UI, Bootstrap, MightySlider
- Development Tools: Vim, Git, Firefox, Filezilla, Firebug, UglifyJS2, JIRA