

# PHONG V. CAO

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## EDUCATION

**Stony Brook University**  
Bachelor of Science in Computer Science

Stony Brook, NY  
May 2015

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## 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

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## 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)*, *MightySliderView (Drupal/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)*

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## 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