# Hien Phu Luong

**Portfolio:** hienluong.herokuapp.com - **Email:** luongphuhien@gmail.com - **Phone:** (206) 436-9776

**Skills**

* **Languages:** HTML 5, CSS 3, JavaScript, JQuery
* **Systems:** Mac OS, Linux, Window
* **Framework/tool:** Ruby on Rails, Bootstrap 3, MAMP, and Sublime Text, Grunt
* **Ability:** **Problem-solving skills, accepting feedback, team building**

**Education**

* **Bachelor of Science in Computer Science and Software Engineering** **June 2014**University of Washington Bothell (UWB)
* **Associate of Arts and Sciences**  **June 2012**

Bellevue College (BC)

**Coursework**

* Software Engineering – Analysis and Design
* Data Structures, Algorithms and Discrete Mathematics I, II
* Fundamentals of Computer Simulation Theory and Application
* Network Design
* Hardware and Computer Organization
* Operating System

**Work Experience**

**Web developer, Whimsy Game July 2014 - present**

* Build and maintain websites for Whimsy Games corporate, as-cend.com and D&J educational.
* Turning board, conceptual ideas into highly creative visual websites.
* Comprehensive knowledge of web-based programming languages like Ruby on Rails, JavaScript.
* Integrating new technologies into existing web properties.
* Work on high volume websites across a wide variety of desktop and mobile browsers.
* Fixing problems encountered in the functioning of the website.
* Testing websites for functionality in different browsers & at different resolutions.

**Web developer intern, Jolkona Jan 2014 – June 2014**

* Build custom pages and maintain web service in a non-profit atmosphere using WordPress platform.
* Set up localhost for testing and trouble-shooting purpose using MAMP and phpMyAdmin.
* Working directly with UX designers and design lead to ensure the direction and quality of produced products within tight deadlines on a minimal budget.

**Software engineer intern, Wizards of the Coast July 2013 – Sept 2013**

* Program in a proof-of-concept project that implements a tool to auto generate the localized vouchers of physical Magic Card using C# Windows Forms Application
* Work in Web development team to design and implement “Moacs Client Side” project to demonstrate the information of Magic online 2014 and process the online payment
* Debugging the web service and make sure that it has the same performance in browsers, such as Chrome, Internet Explorer 8, or Firefox