

Phuong (Julia) Pham

phuong.pham@dal.ca | github.com/phuongwji | phuongwji.netlify.app | linkedin.com/phuongwji

EDUCATION

Dalhousie University

Bachelor of Computer Science (BCS) (CGPA: 3.99/4.30)

Halifax, NS

Sep 2023 - Aug 2027

EXPERIENCE

Software Developer Intern

May 2025 - Aug 2025

SpryPoint | Java, JavaScript, Play Framework, Knockout.js, jQuery, Docker

Charlottetown, PEI

- Built and maintained 60+ Java classes for PDF report generation, enabling dynamic data mapping and improving implementation consistency across 5 water utilities.
- Led the production deployment of 10+ complex regulatory PDF reports that streamline ad hoc report creation by creating reusable renderer classes, cutting turnaround time for subsequent reports by 37%.
- Refactored 15+ PDF letter templates based on customer requests, ensuring alignment with client specifications.
- Enhanced front-end accessibility and interactivity by implementing UI updates using JavaScript, jQuery and KnockoutJS within the Play Framework environment, improving user navigation and compliance with accessibility standards.
- Evaluated 20+ pull requests, providing actionable feedback to improve code readability and performance.

Teaching Assistant

Sep 2024 - May 2025

Dalhousie University | Intro to Computer Programming, Computer Science, Web Development

Halifax, NS

- Mentored 150+ students in formal labs and office hours, providing debugging guidance, and detailed assignment feedback improving course concepts in Java, JavaScript.
- Coordinated with professors and TAs to proctor exams and provide instructional support for 150+ students.

Web Developer Intern

Jun 2024 - Aug 2024

HCI4Good Lab at Dalhousie University | JavaScript, React, Sass, Framer Motion, i18n

Halifax, NS

- Developed a responsive, accessible web interface with JavaScript, React, implementing dynamic components and bilingual support (English/French) using react-i18next.
- Designed an animated interactive UI elements with Sass and Framer Motion to enhance usability and visual consistency across 5 web pages.
- Collaborated with an 8-member team in Agile sprints, contributing to planning, and review sessions to align design goals and delivery timelines.

PROJECTS

[Dal Microwaves](#) | React, Node.js, Express.js, PostgreSQL, Mapbox GL JS, TailwindCSS

Sep 2025 - Present

- Developed a web application to help Dalhousie students locate microwaves on campus
- Designed features for crowdsourced updates, enabling students to report microwave conditions and add new locations in real time.

[Split it](#) | Python, FastAPI, Docker, React, TailwindCSS

Aug 2025 - Present

- Developing a receipt-splitting web app that processes receipt images into structured JSON for automated, fair cost allocation among group members, with planned integration of AI-based image scanning and voice detection features.

[Bath Time! \(Global Game Jam 2025\)](#) | Godot, GDScript, Inkscape

Jan 2025

- Developed a maze minigame with custom player movement and escape metrics, integrating it into the core gameplay loop to deliver a lighthearted, humorous experience promoting hygiene.

[Orrery Web App \(NASA Space Apps Challenge Halifax Winner\)](#) | Node.js, Express.js, React, Horizon API

Oct 2024

- Won the NASA Space Apps Challenge by developing a solar system simulator with a team of 5, contributing to the backend by fetching and preparing live planetary coordinate data to support real-time planetary motion, time stepping functions, manipulation of mass and velocity.

SKILLS

Languages: Java, JavaScript, TypeScript, Python, C, PHP, SQL, HTML/CSS, GDScript

Frameworks/Libraries: React, Next.js, FastAPI, Node.js, Express.js, Knockout.js, Play, jQuery, Tailwind CSS, Sass, Bootstrap

DevOps/Cloud: Docker, AWS, CI/CD, Unit Testing

Developer Tools: Git, Postman, Jira, MySQL, PostgreSQL