

646-675-7866

PHURBA LAMA

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<https://www.linkedin.com/in/plama/>

> I am a full-stack software engineer based in New York with a background in game development. I am passionate about creating applications that can impact people's lives.

+ Technical Skills

Language:	Java, C++, JavaScript(ES6+), Python
Frontend:	React, HTML CSS, jQuery, Bootstrap
Backend/Database/Cloud:	Spring Boot, Node.js, MySQL, MongoDB, Google Cloud Platform
Tools:	GIT, GitHub, Visual Studio Code, Postman, Eclipse, Unity, Unreal Engine
Coursework:	Data Structure & Algorithms, Dynamic Web Dev, App Dev with Database

+ Education:

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- **New York City College of Technology/CUNY** Brooklyn, NY
Bachelor in Technology, Computer System Technology August 2020
Concentration - Software Development **GPA:** 3.9
Honors & Awards: Dean's Honor List, Selected for Infor Education Alliance Program Center of Excellence
 - **LaGuardia Community College/CUNY** Queens, NY
Associates in Applied Science, New Media Technology August 2018
Concentration - Game Development **GPA:** 3.7
Honors & Awards: Dean's Honor List, Phi Theta Kappa Honor Society

+ Projects:

Employee Management

<https://github.com/phurbalama/Employee-Management-App>

- Built a CRUD application using React and Spring Boot to manage employee basic information.
- Integrated login authentication that allows multiple admins to manage employee data.
- Designed RESTful backend server enabling data to be stored in a MySQL database.

Infor Education Alliance Program Center of Excellence

- Collaborated with Infor, a leading enterprise resource planning software company.
- Received training for Infor Mongoose, an Application development Framework.
- Built multiple web responsive web applications using Infor Mongoose.

To Do

<https://github.com/phurbalama/To-Do-List-App>

- Build an app using HTML, CSS and JavaScript that allows users to keep track of daily tasks.
- Implemented localStorage to keep track of progress until completion of the task.

Unlocking

<https://phurbalama2002.itch.io/unlocking>

- Developed a 3D adventurous game using Unreal Engine 4 where a player goes through multiple levels to unlock doors to rescue a princess.
- Used Visual scripting technology as well as text-based programming to keep track of player's assets such as health, bags. Maintained an interactive environment in the game and designed multiple levels.

+ Experience:

Web Developer | LaGuardia Community College | New York, NY

Jan 2019 - Oct 2020

- Create, maintain, assist and design web pages with our College branding.
- Update the Academic Majors, advising pages and track of student action metrics.
- Monitor and respond quickly and effectively to updates requests in any of the college program areas.
- Ensure college ADA compliances and accessibility within LaGuardia's website.

+ Certificate:

Building Scalable Java Microservices with Spring Boot and Spring Cloud | Coursera | Jan '22