DUY NGO

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EXPERIENCE

SnapIoT
Sep 2020 - Current

Software Engineer

- Worked in multi-disciplinary teams to develop Android, iOS, and Web based apps for healthcare clients within 4-week development cycle using the snapClinical platform, together with XCode and Android Studio.
- Created workflow diagrams and collaborated with UI designers to develop projects with best design practices in mind combined with current platform functionality.
- Followed Agile methodology by using Atlassian tools and participating daily stand-up meetings.

UCSD Global TIES
Jan 2020 - April 2020

Software Engineer Intern

- Designed and built an Android application for our clients Animal Pad with features such as direct messaging, event scheduling, and personal profile to improve the means of communication between their fosters and adopters.
- Worked as team lead in close collaboration with 4 other members within an Agile environment and followed design patterns like MVC, Factory, Data Access Objects, etc. which facilitates clean distribution of roles and responsibilities across various layers of processing.

UCSD Information Technology Services
Jun 2019 - Sep 2019

Software Engineer Intern

- Utilized React Native to test and develop features for UCSD mobile application such as course schedules and school events to improve student life.
- Used RESTful API and AWS Lambda to create live parking information widget by integrating data from various end points.

PROJECTS

Open Source Web Components Library
Sep 2019 - Dec 2019

- Worked as DevOps in a team of 10 students in development of a well-documented web component library written in HTML, CSS and JavaScript following Agile methodology to improve developers' experience with web components.
- Used TravisCI, ESLint and multiple testing frameworks like Mocha, Chai, and CodeClimate to monitor CI pipeline performance to improve code quality and test automation.
- Used web component documentations to develop new features for the slider and tool-tip component as part of the library.

Personal Best
Jan 2019 - Mar 2019

- Worked as back-end developer in an Agile team of 6 on an Android application that allows tracking of fitness progress to help users reach their health goals.
- Used Firebase Cloud Messaging and Firebase database for data storage and push notifications to improve user engagement by encouraging them to reach their set goals.
- Used JUnit, Espresso, and Robolectric to perform unit, UI and integration tests to ensure data consistency and features in accordance with user requirements.

EDUCATION

University of California, San Diego
Sep 2017 - Apr 2020

Bachelor of Science Computer Science, GPA: 3.5

TECHNICAL SKILLS

Languages:	Java, C, C++, Python, HTML, CSS, JavaScript, SQL, Haskell, x86/ARM assembly
Tools/Frameworks:	Android Studio, Jira, Jenkins, Git, Firebase, React, AWS, Junit, Cucumber
Other techniques:	Agile, Android Development, Test Automation, Object-Oriented Design, Design Patterns