Hop Pham

UW Tacoma | Computer Science

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Work efficiently during time constraints and in stressful situations to meet project deadlines and schedules. A patient, a good collaborator who is open-minded, works well with others, and assists others in completing tasks.

Experience

Software Development Intern **Smartsheet** 3 Months

- Worked with senior engineers to implement new features (Upgrade the "Send to contacts" in workflows to allow it to load/save contacts from multiple areas such as column contact cell and sheet-summary contact field.) Also, updated the validations for the workflows when save and load workflow in both front-end and back-end.
- Self-driven with the ability to work under strict timelines as a fulltime SDE does.
- Contributed to group meetings and provided status update on development tasks.
- Performed analysis of code to optimize expensive calls or validations.
- Performed debug and write automated unit tests to validate code correctness.

Languages and technologies: Java, TypeScript, ReactJS, CSS, JSON, IntelliJ, GitLab.

Education

University of Washington Tacoma

B.S in Computer Science

- **Coursework:** Programming Practicum; C for System Programming; Machine Organization; Computer operating Systems; Data Structures; Design and Analysis of Algorithms; Software Development and Quality Assurance Techniques; Mobile Application Program; Computational World; Big Data Analytics; Database Systems Design.

Technical Experience - Projects

Projects **https://github.com/pngochop/**

- **Mobile Programming – Chat Client and Server:** Created a Chat client and server and used the Agile software development process. Our work split into 3 distinct sprints. Each sprint consisted of feature development, testing, code review, and group meetings. (Java – Android Studio – MySQL – Node.js – APIs Web Services)
- **Parallel Matrix Multiplier:** Implemented a multi-threaded C program that uses a shared bounded buffer to coordinate the production of NxN matrices for consumption in matrix multiplication.
- **Computational Worlds:** Used HTML5 canvas to provide an interactive world. The game will handle real-time interactions with the virtual world through detecting and processing user inputs. Live: **https://pngochop.github.io/**
- **UWRating:** Created the conceptual model of the database and developed a functional front end of the database application to demonstrate the major functionalities. (C#, MSSQL, CSS, Bootstrap)
- **Tetris:** A graphical game of Tetris. Extends the Observable class to implement the client-server model. Java
- **Routines:** Implemented in LC-3 assembly language, an encryption/decryption program.
- **Burger – Compressed Literature – Maze Generator:** Build data structures include sequential and linked lists, binary trees, heaps, B-trees, hash tables, graphs, and algorithms for searching and sorting. Java

Languages and Technologies

- Java – JavaScript – React – C – MySQL – HTML5– CSS – JSON
- IntelliJ – Android Studio – Visual Studio – Eclipse – Git

Skills

- Algorithms - Data Structures - Problems solving – Debugging – OOP - API – Scrum - Teamwork - Time Management