

Quan Pham

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About me: Detailed-oriented engineer, responsible with my work and passionate about coding. Excited to work with front-end, back-end, or full-stack related projects. Interested in learning to develop large scale applications.

Education

B.S Computer Science | Anticipated Dec 2022

Seattle University - Seattle, WA

A.S Computer Science | Jun 2019

North Seattle College - Seattle, WA

Achievements

- Merit-based scholarship receiver
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Skills & Qualifications

Domain: Object-oriented design, Algorithms, Computer Graphics, UX design, high-performance multi-threaded application.

Languages: Java, C++, Python, C#, JavaScript.

Tools & Libraries: Qt Creator, React, Express, Nodejs, Redux, HTML, CSS, OpenGL, Git, Docker, JetBrains IDEs, VS Code
Hadoop, Apache Spark, Java Swing, JavaFX.

Database: MySQL, No SQL, MongoDB, AWS

Project Management: Agile, Scrum/Kanban, CI/CD.

Work Experience

Software Engineer Intern

Omic Inc. Seattle, WA

Mar 2022 - Jun 2022

- Develop, design, and improve the visual of the platform's main website with various modern UI libraries.
- Integrate a workflow pipeline that is capable of modeling large protein complexes on a large-scale system.
- Contribute to the process of migrating an entire front-end system to a newer platform under a short time.
- Troubleshoot and resolve problems introduced from pipeline tools' incompatible interaction with the API.

CS Teaching assistant

North Seattle College, Seattle, WA

Jan 2020 - Sep 2020

- Tutored students in various topics ranging from Data Structure & Algorithms to Data Science.
 - Observed lecture materials and organized weekly study group sessions to assist students who needed help.
 - Recorded and reported students' study progress to the professor to optimize and improve the study experience.
 - Invited by the professor to be their TA over multiple quarters.
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Projects

CS Capstone - SDI GearSim Graphics (C++, Qt) - sponsored by SDI Engineering Inc.

- Led a team of four members to design and develop a cross-platform, high-performance graphical user interface for GearSim, an aircraft landing gear simulation application.
- Handled multiple roles, such as software architect and project manager throughout the project.
- Completed MVP with a new and modern user interface that exceeded the sponsor's expectations.

Habit Builder (MongoDB, Express, ReactJS/Native, Nodejs)

- Handled a full-stack cross-platform application using the MERN stack with a separate native UI for mobile.
- Developed a REST API that interacts with MongoDB and handles complex queries with over 50,000 records.
- Securely process users' information and their request to the server JSON Web Token as authentication.

3D Graphics Playground (OpenGL, C++)

- Developed a 3D graphics space from scratch that represents how objects are displayed in a 3D space.
- Supported Lighting adjustment, shape transition, transformation, and shadow casting with real-time adjustable resolution and shading effect.
- Effectively displayed objects with over 100,000 vertices without having any artifacts.