Steven H. Phung

Email: stevenhphung@gmail.com | Cell: (714) 277-7274 | Website: https://shphung.github.io/
GitHub: https://github.com/shphung | LinkedIn: https://linkedin.com/in/shphung

EDUCATION

California State University Long Beach 2021 – 2022
Master of Science, Computer Science

California State Polytechnic University Pomona 2014 – 2020
Bachelor of Science, Computer Science

SKILLS

Languages/OOP/Web/Scripting: Java, Python, C++, JavaScript, HTML/CSS, UNIX, BASH, Perl
Version Control System/Design: GitHub, Jenkins
Databases/Tools: MySQL

- Configuring computer systems and diagnosing software problems
- Analyzing and evaluating computer issues and network problems

PROJECTS

Software Metrics Suite: Java App – https://github.com/shphung/MetricsSuite 2021
- Designed and implemented a Java application allowing users to compute several software lifecycle metrics including Function Points, Use Case Points, Software Maturity Index, etc.

Personal Portfolio: Website – https://shphung.github.io 2021
- Built a website to display coding projects using GitHub Pages, React.js, GraphQL, Apollo, and HTML/CSS

Work Scheduler: Web App – https://github.com/C-quad/WebApp 2020
- Front-end role: built a web service using React.js, Java Spring Boot, MongoDB, Jenkins, and AWS
- Engaged in scrum meetings with a team of 5

EMPLOYMENT / EXPERIENCE

Pathnostics – Irvine, California 2019 – 2020
Data Entry
- Identified and corrected discrepancies in client information
- Assisted clients in person, by phone, or email to troubleshoot problems using terms they could understand

California State Polytechnic University Pomona – Pomona, California 2018 – 2019
IT Student Assistant
- Assisted with administrative support by managing campus calls, support tickets, and coordinating files and deliveries
- Provided technical support by troubleshooting issues for faculty, staff, and students on campus

Haskett Library – Anaheim, California 2014 – 2017
Library Page
- Prepped materials and assisted with public programs for both adults and children
- Identified and repaired problems with checkout system and other electronic equipment
- Troubleshooting for common software errors on Microsoft's Windows and Apple's macOS

VOLUNTEER / ACTIVITIES / INTERNSHIP

Software Engineering Association Club 2018 – 2020
K-12 Coding Contest Staff
- Guided over 400 students and assisted them in Q&As with feedback on their code as a paired instructor

Coding for Kids Workshop 2016 – 2017
Workshop Instructor
- Led a public workshop at Haskett Public Library to introduce low-income, K-12 children and teenagers to basic coding in Java using Minecraft

City of Anaheim – Anaheim, California 2014 – 2015
Internship
- Maintained organization of network and internet for desktops, laptops, and managed software configurations
- Engaged with librarians and other staff members in evaluating patron's technical issues and providing a timely service