

# Steven Huynh Phung

Email: [stevenhphung@gmail.com](mailto:stevenhphung@gmail.com)  
Phone: (714) 277-7274

Personal Website: [shphung.github.io](http://shphung.github.io)  
LinkedIn: [linkedin.com/in/steven-h-phung](https://www.linkedin.com/in/steven-h-phung)

GitHub: [github.com/shphung](https://github.com/shphung)

## EDUCATION

**California State University, Long Beach** January 2021 – December 2022

Master of Science, Computer Science: Software Development emphasis

- GPA: 3.66

**California State Polytechnic University, Pomona**

September 2014 – May 2020

Bachelor of Science, Computer Science

- GPA: 3.17

## SKILLS

**Languages/OOP/Web/Scripting:** Java, Python, JavaScript, HTML/CSS, Linux/Unix, BASH, Perl

**Version Control System/Design:** Git, GitHub  
**Databases/Tools:** MySQL, MongoDB

## WORK EXPERIENCE

**Pathnostics – Irvine, CA** July 2019 – July 2020

*Data Entry - Logistics*

- Provided prompt and courteous client services, monitored inbound and outbound client information.
- Maintained quality control of lab specimens, organization of lab area, and lab safety standards.
- Identified and corrected any found discrepancies in client information.

**California State Polytechnic University, Pomona – Pomona, CA**

August 2018 – June 2019

*IT Student Assistant*

- Assisted with administrative support by managing campus operator calls, support tickets, coordinating files, logging, and deliveries.
- Provided technical support by troubleshooting issues for faculty, staff, and students on campus.

**Haskett Library – Anaheim, CA**

July 2015 – December 2017

*Library Page & Clerical Assistant*

- Assisted with presenting workshops and other events prepared by librarians for the public community.
- Utilized the Dewey Decimal System to organize and manage collections and incoming books.

## PROJECTS

**Game Design – [github.com/RamirezR/GoldenCraft](https://github.com/RamirezR/GoldenCraft)** 2020

- Created a Minecraft clone using **Java**, **LWJGL 2.9.2 (Lightweight Java Game Library)**, and **OpenGL**.
- Implemented algorithm for chunk rendering to increase render speed: rendering 30 chunks of cubes at a time instead of 1 at a time. Also implemented lake and desert building for visual consistency: blocks are carefully placed instead of randomly spawned.

**Software Engineering – [github.com/C-quad/WebApp](https://github.com/C-quad/WebApp)**

2019

Front-end role

- Created and launched a web service that organized a calendar schedule. Users could add or remove events to the calendar and save or reload their personal calendar on a desktop or mobile device.
- Designed using **Node**, **React.js**, **Amazon Web Services (AWS)**, and **MongoDB**.
- Implemented FullCalendar.io API and focused on designing and making the site responsive.
- Led the front-end team in weekly scrum meetings.
- Incorporated version control and continuous integration with **GitHub**, **AWS**, and **Jenkins**.

## ACTIVITIES

**Coding for Kids Workshop** January 2016 – December 2017

- Lead a workshop at Haskett Library instructing and introducing low-income, K-12 students to Java.

**Software Engineering Association Club**

August 2018 – May 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.