

Steven Huynh Phung

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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, monitor inbound and outbound client information.
- Quality control of laboratory specimens, organization of work area, and maintain lab safety standards.
- Identify and correct discrepancies in client information.

California State Polytechnic University, Pomona – Pomona, CA

August 2018 – June 2019

IT Student Assistant

- Administrative support by managing 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

- Arranged time-structured workshops with librarians to present to community members.
- Utilized the Dewey Decimal System to organize and manage collections and incoming and books.

PROJECTS

Game Design – github.com/RamirezR/GoldenCraft

2020

- Created a Minecraft clone with Java, LWJGL 2.9.2 (Lightweight Java Game Library), and OpenGL.
- Implemented algorithm for chunk rendering: rendering 30 chunks of cubes at a time instead of one by one to increase render speed, and also implemented lake and desert generation, instead of spawning random blocks everywhere, blocks are carefully placed to appear as if it were a land mass.

Software Engineering – github.com/C-quad/WebApp

2019

Front-end role

- Created and launched a web service that organizes a user's 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.