Steven H. Phung

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EDUCATION

California State University, Long Beach – Expected: December 2020

Master of Science, Computer Science

- GPA 3.66

California State Polytechnic University, Pomona - May 2020

Bachelor of Science, Computer Science

SKILLS

Languages/OOP/Web/Scripting: Java, Python, C++, JavaScript, HTML/CSS, Linux/Unix, BASH, Godot

Version Control System/Design: Git, GitHub, Jenkins, Docker, Figma, Mural

Databases/Tools: MySQL, MongoDB

PROJECTS

Advanced Software Engineering 2021 https://github.com/shphung/MetricsSuite

Full-stack role

- Created and designed an application with Java allowing users to compute several common software lifecycle metrics including Function Points, Use Case Points, and Software Maturity Index.
- Implemented the application's GUI using Java Swing to make the application responsive and intuitive.

Personal Website 2021 https://shphung.github.io/

- Built a personal website using GitHub Pages, React.js, GraphQL, Apollo, and HTML/CSS.

Web Application - Software Engineering 2019 https://github.com/C-quad/WebApp

Front-end role

- Built a web service project using React.js, Java Spring Boot, MongoDB, Jenkins, and Amazon Web Services.
- Implemented the FullCalendar.io API with BootStrap and assisted in designing and making the site responsive.
- Engaged in weekly scrum meetings with a team of 5 and led the Front-end team, used Git/GitHub and Kanban tracker issues.

Game Design - Minecraft Clone 2021 https://github.com/RamirezR/GoldenCraft

- Created a Minecraft clone using Java's Lightweight Java Game Library.
- Utilized the OpenGL library for customized graphics, images, and lighting.
- Implemented 30x30 voxel chunk rendering to avoid CPU bottlenecking and minimized storage issues when saving.

EXPERIENCE

Healthcare July 2019 – August 2020

Data Entry, Irvine

- Handled big data imports and communications between database systems in healthcare.
- Identified and corrected any found discrepancies in client information.

Division of Information Technology August 2018 – June 2019

IT Student Assistant, Pomona

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

Customer Support July 2015 – December 2017

Library Page, Anaheim

- Managed organization of library collections, check-in book system, and coordinated flow of materials between multiple library establishments.
- Provided technical support librarians, other staff, and patrons for desktops, laptops, and mobile devices.

ACTIVITIES

Coding for Kids Workshop 2016 – 2017

Workshop Instructor

- Led a public workshop at Haskett Public Library to introduce low-income, K-12 students to basic coding in Java.

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.