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 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 1 at a time to increase render speed. Also implemented lake and desert generation: instead of spawning random blocks everywhere, blocks are carefully placed to appear as if there was 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.