Steven Phan

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EDUCATION

Georgia State University   Atlanta, GA
Bachelor of Engineering   Expected May 2025
Major in Computer Science
Cumulative GPA: 3.45/4.0; Dean's List 2021-2022

TECHNICAL SKILLS

Proficient in Java, HTML/CSS, C#, Unity, Python, Spring Boot, Gradle, Git, Postgres, and RESTful API. Experienced in building, repairing, setting up, and deploying PC and laptop systems, as well as operating systems such as Windows and MacOS.

WORK EXPERIENCE

ADP   Alpharetta, GA
Application Developer Intern   May 2024 – Aug 2024
- Developed a high-quality end-to-end audit RESTful web service using Spring Boot, Java, and Gradle, which facilitated efficient tracking and management of data.
- Collaborated with a team of professionals to enhance the functionality of the audit service through the incorporation of Postgres databases, resulting in improved system performance and user experience.
- Deployed successfully an updated audit service, enabling seamless data processing for developers. Demonstrated outstanding oral and written communication skills, contributing to effective team interactions and project management.
- Completed comprehensive training courses on programming languages and tools including Java, Gradle, RESTful APIs, Spring Boot, databases, and React through Udemy.

EMR CPR: Global IT   Atlanta, GA
Desktop Deployment Technician   Apr 2022 – Aug 2022
- Deployed more than 1000 Windows workstations, desktops, laptops and Dell monitors, accelerating technology integration and uplifting productivity across the organization.
- Deployed more than 1000 docking stations for Windows workstations, ensuring seamless hardware and software compatibility.
- Averaged 50 daily Windows workstations deployments, while adhering to tight schedules and demanding client requirements.
- Contracted by VMware to setup/deploy 5 office levels with workstations reliably and adhering to budgetary constraints.

Minecraft Server, AllStarPvPs   Atlanta, GA
Developer   Aug 2019 – May 2020
- Developed a Minecraft server with over 60 concurrent players using JRE technologies to create seamless multi-player functionality and improve user experience.
- Used HTML to develop a user-friendly website, which fostered strong community engagement and collaboration.
- Integrated Java plug-ins to support in-game purchases, resulting in a profitable revenue stream for the server.
- Used Java to develop and implement user ranks and permissions, including in-game moderators, to assist in day-to-day community interactions and operations.

UNIVERSITY PROJECTS

Pluto-Strike (FPS Game)   May 2022
- Used Unity to design and implement a First-Person-Shooter game with custom maps, animations and characters
- Used C# for player movements, interactive UIs, and additional animations.

Blackjack (Card Game)   March 2022
- Used Java to design and implement a card game simulator based on Blackjack
- Used Java to develop an in-game AI.

ADDITIONAL

Extracurriculars: GSU Barbell Club (Secretary)
Languages: Fluent in English; Conversational Proficiency in Vietnamese
Awards: Dean's List 2021 & Hope scholarship