

TAI H. DOAN

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OBJECTIVE

To advance my career with a leading organization that will utilize my extensive software and firmware engineering knowledge while also allowing me to develop further as a professional

Proven talent for aligning project strategy and objectives with established and emerging software and firmware engineering paradigms to achieve maximum operational impacts with minimum resource expenditures. Results-focused thought leader with expertise spanning numerous facets of tech tools and solutions, including application development, engineering documentation and workflow procedures, systems design, project reporting and specifications, prototyping, and Agile/Scrum methodologies. Exceptionally dedicated candidate with keen interpersonal, communication, and organizational skills for the modern technological landscape.

CORE COMPETENCIES

- Data Structures & Algorithms
- Agile Project Development
- .NET MVC Web Applications
- SQL Database Programming
- Embedded System
- Understanding of Computers

PROFESSIONAL AND PROJECT EXPERIENCE

BELLMONT CABINETS CO., SUMNER, WA, JUNE 2019 – MARCH 2020

SOFTWARE ENGINEER INTERN

- Tasked with analyzing shop-worker needs, and designed and developed four web applications used in the company's operations with ASP.NET MVC framework, and languages such as C#, HTML/CSS, and JavaScript.
- Responsible for creating, updating, and querying data in existing SQL databases utilized by data visualizations and tools.
- Achieved code reviews and modifications to existing applications to correct errors and improve performance.
- United with team members to design and develop new software features, while following Agile/Scrum practices.
- Composed and contributed to engineering documentation such as acceptable use policy, project status reports, and workflow procedures.
- Demonstrated a comprehensive knowledge of software engineering best practices and software project lifecycles with Jira Project Management software.

SEATTLE PACIFIC UNIVERSITY, SEATTLE, WA, SEPTEMBER 2019 – JUNE 2020

GROBOT– SENIOR CAPSTONE PROJECT

- Partnered effectively with other engineering students to prototype a fully-automated gardening system.
- Authored code on PSoC (C language) to control four motors and two solenoids, read data from four electronic sensors, and transfer data over TCP communication protocol.
- Constructed a UI web application using ASP .NET MVC framework that managed garden information and health reporting, and set up real-time maintenance schedule with SQL database and ThingSpeak server.

SEATTLE PACIFIC UNIVERSITY, SEATTLE, WA, APRIL 2019 – JUNE 2019

BIKEGUARD – GROUP PROJECT

- Conceptualized and built a low-power consumer device to prevent bike theft; this was achieved by sending notifications and GPS location of the bike to the owner using narrow band signal.
- Accountable for developing embedded system to collect the analyzed data from electronic sensors.
- Designed an algorithm to effectively send messages to the online server via C.
- Facilitated the building of a UI app to get and display data from the server with Visual Studio and C++.

SEATTLE PACIFIC UNIVERSITY, SEATTLE, WA, MAY 2019

COUNT-IT-FIRST– GROUP PROJECT

- Conceived the design for a server-client-based counting game application using Python and TCP protocol.
- Crafted a graphic user-interface with PythonQt for multiple players interaction.

NB-IoT HACKATHON, SEATTLE, WA, MARCH 2019

PARKING TRACKER – GROUP PROJECT

- Headed the design of a system to check location and occupancy of parking spots, and keep track of parking time by sending notification over text messages.
- Formulated an embedded system to collect and analyze data from electronic sensors, and utilized the knowledge of Narrowband – Internet of Things technology.

Additional Experience

SEATTLE PACIFIC UNIVERSITY, SEATTLE, WA, AUGUST 2018 – DECEMBER 2019

ATHLETIC EVENT STAFF

- Excelled in a fast-paced environment, and was responsible for ensuring transactions on tickets and concessions were correct.
- Joined with team members to host athletic events, and delivered solutions for unexpected problems.
- Leveraged communication skills to interact with visitors in a positive manner, and provided excellent customer service to guests.

HIGHLINE COLLEGE, DES MOINES, WA, DECEMBER 2015 – JUNE 2017

MATH TUTOR

- Cooperated with a diverse student body, and personalized tutoring to each student to optimize their learning experience.
- Attained Highline Math Tutoring Center Level 3 Certification.

EDUCATION AND CREDENTIALS

BACHELOR OF SCIENCE (B.SC.) IN COMPUTER ENGINEERING, 2020

Seattle Pacific University, Seattle, WA

GPA: 3.60

Relevant Coursework Included: Object Oriented Programming, Data Structures & Algorithms, Operating Systems, Computer Architecture, Microcontroller, Computer Networks, System Design, Engineering Senior Design Courses

TECHNICAL SKILLS

Languages:	Python, C++, C, C#, HTML, JavaScript
Devices:	PSoC, Arduino, Oscilloscope
Frameworks:	ASP.NET, MVC, Bootstrap, jQuery, Agile/Scrum
Technologies:	SQL Server, Linux, IoT, Git, Networking Protocols, Jira, Microsoft Office
Other:	System Design, Electrical Circuit, Problem-Solving, Computer Build/Upgrade

ADDITIONAL INFORMATION

Languages: English, Vietnamese (bilingual)

Interests: Hiking, soccer (recreational), cooking