

# 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
- Computer Architecture

## PROFESSIONAL AND PROJECT EXPERIENCE

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

### SOFTWARE DEVELOPER 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 modifications to existing applications to correct errors and developed new software features to improve performance.
- Diagnosed, troubleshooted and solved IT issues via a ticketing system, provided excellent technical support within the company.
- 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.
- Practiced professional engineering routines in an e-commerce and manufacturing environment.

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

### SOFTWARE LEAD ENGINEER – GROBOT (Senior Capstone Project)

- Partnered effectively with other engineering students to prototype a fully-automated gardening system.
- Lead and managed the software development process including Researching, System Design, Implementation, Testing and Deployment.
- 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

### SOFTWARE DEVELOPER – BIKEGUARD (Engineering 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

**SOFTWARE DEVELOPER – COUNT-IT-FIRST (Engineering 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

**SOFTWARE DEVELOPER – PARKING TRACKER (Hackathon 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.

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## EDUCATION AND CREDENTIALS

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

*Seattle Pacific University, Seattle, WA*

*GPA: 3.60*

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## TECHNICAL SKILLS

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

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## ADDITIONAL INFORMATION

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**Languages:** English, Vietnamese

**Interests:** Hiking, soccer (recreational), cooking