TAI H. DOAN

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QUALIFICATIONS

Languages: Python, C++, C, C#, Go, HTML, JavaScript
Devices: PSoC, Arduino, Oscilloscope
Frameworks: ASP.NET, MVC, Bootstrap, jQuery, Agile/Scrum

Technologies: SQL Server, Linux, TCP/HTTP REST, Git, Microsoft Office, Jira
Other: Technical Writing, System Design, Electrical Circuit, Problem-Solving, Bilingual (English & Vietnamese)

EDUCATION

Seattle Pacific University, WA

Bachelor of Science in Computer Engineering – Graduated June 2020   GPA: 3.60

TECHNICAL EXPERIENCE

SOFTWARE ENGINEER INTERN – Bellmont Cabinets Co., WA   *June 2019 – March 2020*

- Analyzed shop-worker needs, designed and developed 4 web applications that are used in the company's operations with ASP.NET MVC framework and languages like C#, HTML/CSS and JavaScript.
- Created, updated and queried data in the existing SQL databases that were utilized by the data visualizations and tools.
- Modified existing software to correct errors and to improve its performance.
- Collaborated with the team following Agile/Scrum practices to design and develop new software features.
- Wrote and contributed to engineering documentation such as Acceptable Use Policy, project status reports and workflow procedures.
- Knowledge of software engineering best practices and software project lifecycles with Jira Project Management software
- Conduct code reviews on components and applications to ensure adherence to the development standards and best practices.

GROBOT– Senior Capstone Project, Seattle Pacific University, WA   *Sept 2019 – June 2020*

- Collaborated with other engineering students to prototype a fully automated gardening system.
- Wrote code on PSoC (C language) to control 4 motors and 2 solenoids, to read data from 4 electronic sensors, and to transfer data over TCP communication protocol.
- Created a UI web application that can manage garden's information and health report, setup real-time maintenance schedule using SQL database and ThingSpeak server.

BIKEGUARD – Group Project, Seattle Pacific University, WA   *April 2019 – June 2019*

- Designed and built a low-power consumer device to prevent bike theft by sending notifications and GPS location of the bike to the owner using narrow band signal.
- Developed embedded system to collect the analyze data from electronic sensors and designed an algorithm to effectively send messages to the online server with C. Helped build a User-Interface app to get and display data from the server with Visual Studio and C++.

COUNT-IT-FIRST– Group Project, Seattle Pacific University, WA   *May 2019*

- Designed a server-client based counting game application using Python and TCP protocol. Created a graphic user-interface with PythonQt for multiple players interaction.

PARKING TRACKER – Group Project, NB-IoT Hackathon, WA   *March 2019*

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

ADDITIONAL EXPERIENCE

Athletic Event Staff – Seattle Pacific University, WA   *Aug 2018 – Dec 2019*

- Worked in a fast-pace environment, responsible for ensuring transactions on tickets and concessions are correct.
- Collaborated with team to host athletic events and delivered solution for unexpected problems.
- Used communication skill to interact with visitors in a positive manner and provided excellent customer service to guests.

Math Tutor - Highline College, WA   *Dec 2015 – June 2017*

- Worked with a diverse student body and Personalized tutoring to each student to optimize learning experience.
- Certification: Highline Math Tutoring Center Level 3 Certification