**Tai H. Doan**

Seattle, WA | 253.391.5932 | [tdoan1024@gmail.com](mailto:tdoan1024@gmail.com)

[tdoan.space (Portfolio)](https://www.tdoan.space/) | [tai-doan-1024 (LinkedIn)](https://www.linkedin.com/in/tai-doan-1024)  | [tdoan1024 (GitHub)](https://github.com/tdoan1024)

**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.

**Education and Credentials**

Bachelor of Science (B.Sc.) in Computer Engineering, 2020

*Seattle Pacific University, Seattle, WA*

*GPA: 3.60*

**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

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