

Theodore Ngo
Software Engineer

tngo97@gmail.com teddyngo.dev
(805) 216-4223

Work Experience

Streamforge

Jun, 2020 – Aug, 2020

Software Engineer Intern

Helped build gamified growth platform for content creators that integrates with Twitch, YouTube, Twitter, and other social media.

Primary developer for a live stream browsing web app using Vue.js and Node that mimics the look and feel of Netflix's browse page.

Implemented skeleton loading components across user-facing dashboard written in Vue.js to reduce perceived page load times for 10,000+ users.

Lambda School

Mar, 2020 – May, 2020

Computer Science Teaching Assistant

Mentored 10+ students on various computer science topics including object-oriented programming, data structures and algorithms, and computer architecture.

Education

Lambda School

Jul, 2019 – Jun, 2020

Full Stack Web Development, Computer Science

University of California, Santa Barbara

Sep, 2014 – Jun, 2018

Bachelor of Science (B.S.), Biopsychology

Minor in Educational Studies

Projects

3D Connect Four

Aug, 2020 – Current

Tech Stack: JavaScript (React), Three.js, Node, Socket.IO

Built full stack web app that leverages Three.js for rendering 3D graphics and Socket.IO for realtime communication between the client and server.

FlaskRPG

Feb, 2020 – May, 2020

Tech Stack: JavaScript (React), Redux, Python (Flask)

Sole developer for React front end, collaborated with a team of back end developers to define endpoints and deliver a minimum viable product with a deadline of one week.

Contributed to Flask API to fix bugs and optimize game logic.

Skills

HTML5	CSS3	SCSS	JavaScript	React	Redux	Vue	Node
Express	Socket.IO	PostgreSQL	SQLite3	Python	Git		