Theodore Ngo
Software Engineer

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(805) 216-4223

Team-oriented individual experienced in full stack web development with interests in PC gaming, computer peripherals, and consumer audio.

Work Experience

Streamforge
Jun, 2020 — Current

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 that mimics the look and feel of Netflix's browse page.

Lambda School
Mar, 2020 — May, 2020

Computer Science Teaching Assistant
Mentored 10+ students on various computer science topics.
Led daily standup meetings to build camaraderie, facilitate sharing of progress, and provide guidance for assigned study material.

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

FlaskRPG
Feb, 2020 — May, 2020

Full Stack Developer
Tech Stack: JavaScript (React), Redux, Python (Flask)
Sole developer for React front end, collaborated with two other 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 create solutions for problematic game flow.

Skills

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