Thompson Ngo

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EDUCATION

University of Washington   September 2020 – June 2023
Bachelor of Science in Computer Science | GPA: 3.72   *Seattle, WA*

Selected Coursework: AR/VR Capstone, Autonomous Robotics, Data Structures, ICTD Capstone, Software Engineering

EXPERIENCE

Lead Coding Instructor   July 2022 - Present
Code Ninjas   *Newcastle, WA*

- Taught **over 100 students** game development concepts in **Scratch, JavaScript, Lua, C# (Unity), Python (Pygame), and C++**
- Automated software installation and setup processes with **PowerShell** scripting, decreasing manual configuration time by **60%**
- Improved center performance by modifying browser extensions using **HTML/CSS/JavaScript, Bootstrap, Firebase, and jQuery**

Software Developer Intern   January 2023 - May 2023
goBuddy   *Remote*

- Collaborated in an AGILE team on a trip planning mobile application via **MongoDB, Express.js, React Native, Node.js, and Go**
- Integrated frontend, backend, CRUD APIs, and unit tests in **TypeScript** with a **30% bug decrease** and **15% stability increase**
- Streamlined development lifecycle with **Docker** for more efficient building and testing, **reducing the deployment time by 40%**

Undergraduate Teaching Assistant   September 2022 - June 2023
Paul G. Allen School of Computer Science & Engineering   *Seattle, WA*

- Worked as a TA for Direct Admit Seminar, Games Capstone, and Web Browser Engineering, with an **overall class GPA of 3.56**
- Assisted **more than 50 students** in completing **C# (Unity), GDScript (Godot), Haxe (Flixel), and Python (Tkinter)** assignments
- Deployed and consistently updated the Games Capstone course website utilizing **HTML/CSS/JavaScript, Bootstrap, and jQuery**

Software Engineer Intern   June 2022 - August 2022
CodeDay   *Remote*

- Under the guidance of Pete Bekos from AeroPay, worked on a **Kotlin**-based **Android** application that displays Chuck Norris jokes
- Utilized OkHttp for JSON response retrieval and Gson for JSON object conversion, which **decreased data retrieval time by 20%**
- Leveraged **Postman** to effectively test the functionality and data consistency of the API, resulting in a **30% faster verification time**

Undergraduate Research Assistant   September 2021 - June 2022
Sensors, Energy, and Automation Laboratory (SEAL)   *Seattle, WA*

- Created a **Dart (Flutter)** mobile application that calculates the peristomal area to construct wafers, benefiting **over 20 patients**
- Oversaw the integration of **Firebase** with the project by managing user access, authentication, and various other crucial settings
- Modified a **LiDAR** reconstruction **iOS** app (with **C++, Objective-C, and Swift**) for a **6% accuracy gain** and **25% cost reduction**

PROJECTS

Extreme Red Light Green Light (C#, Unity)   *github.com/UWRealityLab/xrcapstone22wi-team7*

- Designed a gamified VR application inspired by 'Red Light Green Light,' incorporating obstacles and power-ups for complexity
- Built a motion detection system along with a movement system that simulates running, climbing, rowing, and jumping actions

Let's Schedule (TypeScript, React Native, Ruby, Rails)   *github.com/lets-schedule*

- Developed a mobile application for automated task scheduling that helps people effectively manage their schedules with ease
- Defined a REST API architecture for effective communication between the client-side and server-side processes of the application

Naireative (TypeScript, React.js, Python, Django)   *github.com/naireative*

- Contributed to a web application that simplifies health questionnaire form automation in order to help lessen psychiatric burnout
- Implemented many different frontend and backend features, ensuring seamless integration, scalability, and optimal functionality

SKILLS

Languages Bash, C, C#, C++, Dart, GDScript, Go, Haxe, HTML/CSS/JavaScript, Java, Kotlin, Lua, MATLAB, Objective-C, OCaml, Perl, Python, PHP, R, Racket, Ruby, Scratch, SCSS, SQL, Swift, TypeScript, x86 Assembly, XML

Tools Bootstrap, Figma, Firebase, Flutter, D3.js, Django, Docker, Express.js, Flixel, Git, Godot, Jira, jQuery, Jupyter, LaTeX, LiDAR, Matplotlib, MongoDB, MySQL, Node.js, NumPy, Pandas, Postman, PowerShell, Pygame, PyTorch, Qiskit, Rails, React.js, React Native, ROS, SciPy, Spark, SQLite, Tableau, Tidyverse, Tkinter, Unity, Vega-Lite