




Tommy Pham

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 <https://tommy-phm.github.io>

Education

New Mexico Tech,
Bachelor of Computer Science Engineering

12/2024 | Socorro, NM

Projects

Pool Simulator, github.com/tommy-phm/pool 12/2024

- Designed a cross-platform pool game for Linux and Windows using C++.
- Develop a physics engine to simulate realistic collision interactions with friction effects.
- Implemented 2D graphics, added mouse support and an online multiplayer mode

Message Web Application, 01/2023
github.com/MKULTRA001/Chat

- Designed a messaging web application using Java, Spring Boot framework, and MySQL database
- Took a lead role in front-end development with HTML, CSS, and Thymeleaf
- Followed the agile software development model to ensure timely delivery

UNO Game, github.com/tommy-phm/uno 05/2022

- Developed an online multiplayer UNO game using Java
- Collaborated with a partner through pair programming
- Utilize parallel programming to manage the GUI, game engine, and online multiplayer

Professional Experience

Lab Technician, *IRIS Passcal* 10/2020 – 03/2022 | Socorro, NM

- Performed essential maintenance on seismic equipment
- Tested seismic sensors to ensure precision and accuracy

System Administrator, *NMT CSE Department* 11/2021 – present | Socorro, NM

- Managed 10+ departmental services, including web hosting, email, virtualization and more.
- Installed, configured and resolved issues on desktop computers, servers, and virtual machines.
- Created and maintained Python scripts to automate tasks and handle communication

Skills

Languages: C/C++, Java, Python, HTML, and CSS

Tools & Technologies: Linux, GitHub, MySQL, Docker, and Springboot Framework