MINH VU

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PROFESSIONAL SUMMARY

Computer Science major graduating in the spring of 2017 with industrial experience working as an intern with a preference for back-end development, but also have the curiosity to learn front-end development. Proven skills in teamwork, communication, and problem solving with strength in the ability to pick up new technologies, multitasking, and attention to details. Able to provide employers with quality and maintainable code written in a timely manner, and able to provide my passion and enthusiasm for coding

EDUCATION

University of California, San Diego   Expected June 2017

Bachelor of Science in Computer Science

Overall GPA – 3.69   Upper-Divisions GPA – 3.81

TECHNICAL SKILLS

Languages & Scripts	*Java, C, C++, SQL, Oracle, PHP, Ruby (basic), HTML/CSS, JavaScript*
Platforms	*Windows, Linux*
Technologies & Frameworks	*Github, Vim/Gvim, NetBeans, Express, Bootstrap, Firebase, NodeJS*

EXPERIENCES

Blue Hornet Networks Inc.

Software Engineering Intern   June 2016 – September 2016

- Processed and stored information in the back-end from logs sent back by email providers using PHP and Oracle, and used the data to create a GUI for the front-end to display important information to the clients using HTML, JavaScript, Zend Framework, and Smarty Templating
- Re-implemented features that were deactivated in previous releases which would be useful in implementing future features regarding time sensitive information of when emails are sent out
- Debugged and fixed various defects from the previous releases in order to properly integrate the project

PERSONAL PROJECTS

Novel Scrapper

Github Link: https://github.com/torranceminhvu/Novels-Scrapper   June 2016

- Developed the script in PHP using a public DOM library which navigates through a list of websites and determines if the default browser should open the URL link to the chapter or not based on the current chapter that the user is currently on. The logs of current chapters are stored/read/updated as text files

Hangman Game

Github Link: https://github.com/torranceminhvu/HangmanGame   March 2016

- Developed in NetBeans using Java/Swing to create the game with automated image visuals
- Allowed user to input custom words to guess and visually drew the hangman for characters or words guessed incorrectly. User may also restart the game with same word or different words

TEAM PROJECTS

CRUD Web Application, Memento

Github Link: https://github.com/torranceminhvu/CSE134B-HW   Jan 2017 – April 2017

- Developed in a team of three using JavaScript/HTML/CSS and Firebase services including database and storage to create a web application that allows users to store and write about their special memories.
- Integrated Firebase services, coded the majority of the CRUD back-end, and worked on the front-end and back-end on displaying the visited location photos and cycling through them.

Android Chore Application for College Students

Github Link: https://github.com/torranceminhvu/CSE110_CHORE   Oct 2015 – December 2015

- Developed in a team of four using Android Studio, utilizing the Agile Development Process
- Created algorithm to automate chores between students, and used SQL to store persistent data
- Implemented calendar view, created page for household events and payment reminders