

# TAM PHAN

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Senior BS/MS Computer Science student at Virginia Tech pursuing an internship. I hope to work further with software engineering with Java, C, and Golang, web development using Angular or React frameworks with Javascript, or work with further AR/VR projects using Unity or other softwares.

## SKILLS

### CODING AND OTHER STRENGTHS

Java, Golang, C  
AngularJS/Typescript  
ReactJS and Redux  
Agile/Scrum  
JavaScript, AJAX  
C# with .NET Core  
SQL  
Tomcat  
Maven  
Web App Security with Facebook Codepath  
HTML/CSS, MaterialUI/Bootstrap  
Spring Framework

### ENVIRONMENTS AND TOOLS

Linux  
Git  
Unity  
Firebase  
Google Cloud  
Eclipse  
IntelliJ IDEA  
Visual Studio Code  
SoapUI  
pgAdmin

### RELEVANT COURSEWORK

Computer Systems  
Data Structures and Algorithms  
Intermediate Software Design  
Intro to Human Computer Interaction

## EDUCATION

**Virginia Polytechnic Institute and State University**  
Expected Bachelor's in Computer Science, Fall 2019  
Expected Master's in Computer Science, Spring 2021  
GPA: 3.55

Aug. 2016 to Current

## EMPLOYMENT

### Solers, Inc.

Software Engineer Intern

Chantilly, VA  
May 2019 to Aug. 2019

Worked in team of 7 engineers building web app with JAX-RS, JAX-WS with PostgreSQL  
Designed a user interface from the ground up using ReactJS along with Redux and other libraries  
Built REST and SOAP services to communicate through application layers to PostgreSQL database  
Helped build SQL queries for refactoring tables for new data schemas  
Debugged JavaScript and REST and SOAP requests in IntelliJ & Chrome debug console

### Virginia Tech Visionarium Lab

Visionarium Lab Intern

Virginia Tech  
Feb. 2019 to May 2019, Sept. 2019 to Current

Supported "Project eTrout" to provide a VR learning experience to thousands of students across the nation  
Working with VR technologies and building visualizations for clients  
Training with X3D ISO standard for 3D computer graphics representations

## PROJECTS

### VT Timetable API for Go

Oct. 2019 to Current

Built API for sending queries to Virginia Tech course catalog, accessible by go get <https://github.com/tphan25/vttimetable>  
Made queries customizable to several parameters based off of the form submitted directly to the API  
Scraped response body in HTML to a struct for user manipulation

### Immersive Document Analysis in VR

Jan. 2019 to May 2019

Developed an immersive VR environment for a user to view massive amounts of documents in with Unity/C#  
Analyzed use cases and usability studies to improve on app features  
Organized client meetings and performed contextual inquiry to narrow use

### Carpool Creator Web Application

Jan. 2019 to Current

Personal project to help efficiently group people together for carpooling to destinations  
Using Angular 7 for client side application and building an API using Golang  
Working with Google Maps Directions Matrix API for querying locations and addresses

### Engineering Design/Development Environment with HoloLens, Persistent Registration

Aug. 2017 to Dec. 2017

Created an algorithm to scan and map out extremities of spaces in mixed reality using Unity API with HoloLens, which would be used to construct a "room" object in which objects could be placed  
Worked with Unity, C#, Visual Studio to use with HoloLens/HoloLens Emulator

### MIPS32 Assembler in C

Mar. 2018 to Apr. 2018

Created a project in C that interprets MIPS32 assembly instructions (including pseudoinstructions) and transforms them into machine code  
Interprets a variety of types of variables in .data section of assembly file and stores them

## ACTIVITIES

### Korean American Student Association

Vice President, Events Coordinator

Apr. 2018 to Current

Organized events with an officer board for a large member base of students (100+)  
Work to implement Korean culture into activities for students and promote around community  
Manage officer meetings, compile weekly assignments for officer board members in Google Drive  
Meet with club sponsors, advisors, and persons of interest for collaboration opportunities

### Virginia Tech ICPC ACM Programming Team

Aug. 2017 to Jan. 2018

Practicing for competitions with coding problems, learning algorithms and evaluating solutions  
Analyzed solutions for space, time complexity and improving efficiency  
Volunteered at regional competition to help proctor and organize contestants

### Galileo Living Learning Community

Aug. 2016 to May 2017

Attended professional development, academic, and social events to learn basics of career building  
Volunteered with others, learned more about the value of community service  
Extensive participation in resume and cross cultural workshops