

Tung Pham

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Technical expertise

Languages: Java, C#, JavaScript, XML, SQL, HTML, CSS

Related Frameworks: Spring Boot, Hibernate, ASP .Net, Entity Framework, REST APIs, Angular

Related Knowledge: Agile Development, OOP concepts, MVC architecture, JVM

Tools / Environments: Git, Github, Unix/Linux(Bash), MySQL, Database SQL, Visual Studio, IntelliJ

Skills: Team working, problem solving, adaptability, communication, troubleshooting and debugging

Work history

Software Engineer at Aurea Software

May 2018 – August 2018

- Used Visual Studio with Mock and Fake frameworks to work with international teams on implemented Unit Tests and ensured more than 85% lines of code from different C# projects are covered and functioned as expected.
- Collaborated with teams from distance using remote communicate tools such as Github and Skype to make sure there are 3000 lines of code are covered each week.

Software Developer at Lingbook Inc.

January 2018 – April 2018

- Building applications on lingbook.io that allows users to master their English vocabulary using Java and Angular.
- Implementing Stanford CoreNLP, an open source API to analyze structure of sentences.
- Focus on handle and process HTTP requests on server-side, use Postman for manual testing the API.

Web Developer at Ayoka Systems

August 2017 – January 2018

- Worked in teams to develop and maintain customer's web application using ASP .Net
- Used Source Tree as tool to collaborate, review, and debug other's code.
- Implement new features on top of the existing functionality and backward compatibility with old releases.
- Perform Bug fixing both for UI and business logic.

Computer Assistant at Goodwill Industry

June 2015 – September 2015

- Collaborated with other volunteers to train students with Microsoft Office and Internet Browser.
- Tutored and taught basic functionalities of computer and internet to students.

Experience

VR Chess game/ Unity Game

May 2017 - December 2017

- Developed 3D VR chess game that can be played against Artificial Intelligence using Oculus Rift.
- Contributed to the chess board logical and Artificial Intelligence system required understanding C# programming language and Unity.

National Trade Show Services

January 2017 - April 2017

- Designed and documented architecture system for business customers to run national and international trade shows using Agile Development.
- The architecture systems required knowledge of Design Patterns and UML diagrams.
- Worked as a team in Agile Environment reinforced critical thinking and adaptability skills.

Inventory Management System/ MySQL Database

January 2017 - April 2017

- Designed MySQL database for grocery stores to manage their stocks.
- Built basic PHP website that used SQL language to manipulate the data.

University Bazaar System/Android Mobile App

August 2016 - December 2016

- Developed Android Application that allows students exchange information, form clubs, and trade goods online.
- Completed an application from scratch strengthened the ability to work in team, UML designing skills, and got familiar with Android Studio.

All Things Insured/ Android Mobile App and Web App

April 2016 - October 2016

- First attempt to form a team and build a project outside of school projects, that forced all the members to self-learn and pick up useful tools and skills.
- Implemented Java Programming and Android Studio to design Android Application that helped users track their insurance policies.
- Built website using JavaScript with FeathersJS framework and MongoDB database.

Education

University of Texas at Arlington (Arlington, Texas)

BS in Science / Software Engineer

August 2015 – December 2017

- GPA 3.5
- Outstanding Transfer Scholarship
- The Phi Theta Kappa Scholarship

MS in Computer Science

August 2018, to be completed in 2020

Certificates

Information Systems Security Professionals, NSTISSI No. 4011

December 2017

System Administrators, CNSSI No. 4013E

December 2017