

TOAN VO

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EDUCATION

University of California, Irvine

October 2022 - June 2024

B.S. in Computer Science

GPA: 3.7/4.0

SKILLS

Coding: C, C++, Java, Kotlin, Python, Lisp, Prolog, MySQL, HTML, CSS, JavaScript, Java Servlets, XML, Ajax, React

Technology: AWS, JDBC, Tomcat, VIM, Unit Testing, Unix, Git, Debugging, HTTPS, RESTful APIs, jQuery, Apache, Git, Android app development, reCAPTCHA, VSCode, IntelliJ, Windows, Mac OS, Linux, MS Office, Arduino & Tiva Microcontroller

Relevant Courses: Data Structures, Principles in System Design, Operating System, Data Management, Artificial Intelligence, Computer Network, Web Development, Embedded Software, Internet of Things, Compilers and Interpreter, Software Engineer

Languages: English, Vietnamese

PROJECTS

Compiler

April 2024 – June 2024

I built a compiler to translate programs constructed from a fairly small imperative programming language into executable x86 assembly using Java 11. I implemented five stages of development including parsing Crux language source code into ANTLR parse tree, generating Abstract Syntax Tree, Type checking, Intermediate representation, and assembly code.

Tone Player

March 2024

I built an embedded system with Tiva Board TM4C123GH6PM to play sounds. I wrote a C program to connect the microcontroller with the components, configured register pins for LEDs/Keypad/Speaker and UART communication without using any library. A sound will be played at a frequency that human can hear when a keypad button is pressed.

Fabflix Movie Database Web App

September 2023 – December 2023

I worked in a team of two people. We wrote 7706 lines of code to develop a movie website and an Android application for the website using Java. We fully built the architecture from scratch, setup AWS instance, Mysql, Tomcat, imported a large database of movie information, and created a new Github repository. We developed an ETL pipeline to parse large XML files to augment the already large database. We implemented a large frontend using javascript, jQuery and ajax while administering the same functionality in an Android app using the same backend API. The website comprised ~20 medium features, e.g., a fully functional website that displays a catalog of 1000s of movies, cart checkout backed by sessions, secure login using SHA256 hashing and sessions, full-text search and auto-complete backed by a cache, bot detection using reCAPTCHA, protection against SQL injection attacks via PreparedStatements. We improved our website performance 98% by implementing optimizations including: MySQL, connection pooling, MySQL replication, and Apache load balancing.

Calculator, NIM Game

September 2021 - December 2021

I developed a postfix calculator and a traditional NIM game in C++. The calculator can do algebraic operations on integer numbers of unlimited size, applied “Chain of responsibility” pattern in object-oriented programming and stack data structure to build a powerful calculator which can perform calculation on big integer numbers have infinite range, and the result can be an infinite integer number. The NIM game allows the users to take turns to take away a number of stones from the available piles and applied concepts of struct and vector data structure into game development.

EXPERIENCES

Network Engineer at BTI Solutions, Inc.

September 2024 – Present

I verified the stability and portability of networks and software on newest Samsung Android mobile products, communicated project information through technical reports, and performed ongoing hardware and software maintenance, including installations and upgrades. I provided technical support for system development and troubleshooting, conducted field testing on 3GPP standards (GSM, EDGE, WCDMA, HSPA, LTE, 5G), and researched, tested, and monitored software patches. I analyzed and resolved issues by designing test plans, conducting field and lab tests, and collaborating with R&D and QA teams to ensure the issues were cleared. Additionally, I supported carrier lab testing as needed.