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Vinh Vu

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github.com/vinhhv

Education

University of California, Irvine — B.S. Computer Science December 2016
Major GPA: 3.935, Cumulative GPA: 3.790
Relevant Course Work: Design/Analysis of Algorithms, Data Structures, Java Web Development, System Design, Operating Systems, Databases with MySQL, Information Retrieval, Distributed Systems

Experience

Software Engineer Intern, Atlas Informatics (atlas.co) — Seattle, June 2016 - Sept 2016

- Design and build a business intelligence platform for user analytics using MySQL for use by our engineering, user research and marketing team.
- Create various ETL **Ruby** scripts that pull/push data from our business intelligence database into third-party applications such as Piwik and Hubspot.
- Automate data aggregation for user analytics on a nightly basis using Cron and an AWS EC2 instance.
- Work side by side with marketing and research teams to identify key needs for user analytics.
- Improve platform services by restructuring and simplifying configuration of Elasticsearch in **Go**.
- Learn and practice first-hand agile development daily in a highly transparent and collaborative environment.

Undergraduate Research, University of California, Irvine — Irvine, CA July 2015 - March 2016

- Research causes of performance discrepancy between that of OpenGL and WebGL, which is found to be up to 7x the performance of WebGL.
- Research poor security issues in WebGL in certain browsers, such as Chrome and Firefox.
- Create benchmarks to compare performances in browser and in native platforms which are written in **C++** and **Javascript**, respectively, and use the **OpenGL**/**WebGL** API.

Web Designer, Jazel Automotive Solutions — Lake Forest, CA Aug 2014 - Aug 2015

- Collaborated with a team to design and style dealership websites through **HTML, CSS, Javascript** and **jQuery**.

Projects

Grit (Implemented in Ruby on Rails)

Implementing the backend server for the Grit mobile application that will connect young athletes to college scouts and trainers. Implemented in MongoDB using tools, such as Mongoid, Grape, and Grape Swagger.

Fabflix (Implemented in Java/MySQL/Ajax/Javascript)

Implemented entire front-end and back-end web application which allows (fictitious) customers to browse/search and to purchase movies. Tasks include implementing the back-end with MySQL and Tomcat and hosting it on Amazon Web Services, using JSP to bridge the front-end and back-end, DOM parsing and replicating multiple back-ends to create a master-slave implementation of the database.

File Compression (Implemented in C++)

Implemented a file compression program which used a modified version of Lempel Ziv sliding window compression algorithm to compress files down to 50% of their original size within seconds.

Technical Languages

Proficient: C, C++, Bash Script, HTML
Intermediate: Ruby, Go, Java, Python, MySQL, CSS
Familiar: Javascript, Swift, MongoDB

Frameworks/OS/Tools

Proficient: Unix (Mac), Linux (Ubuntu), Git, Vim
Intermediate: Ruby on Rails
Familiar: Gingko, ChaiJS, Xcode, Django (Python), Ruby Rake, OpenMP, Open MPI