

# Anh Pham

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## EDUCATION

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**University of California, Berkeley** | B.S. in Electrical Engineering and Computer Science | *GPA: 3.8* | Graduation: May 2023

- ❑ Relevant Coursework: Structure and Interpretation of Computer Programs, Data Structures, Multivariable Calculus, and Designing Information Devices and Systems I.

## EXPERIENCES

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**Codebase | Software Developer** | Berkeley | *February 2021 - Present*

- ❑ Participating in rigorous training program learning full-stack development using ReactJS, APIs, and libraries.
- ❑ Working in a team of 8 to build a web portal streamline UC Berkeley's campus sustainability efforts.

**Machine Learning @ Berkeley | Guided Resource & Education Program Student** | Berkeley | *January 2021 - Present*

- ❑ Participating in program teaching machine learning concepts through presentations, readings, and 1-on-1 mentoring.
- ❑ Researched and presented on deep learning-based survival prediction for cancer diagnosis using histopathology images.

**Phi Sigma Rho | Assistant Vice President of Finance** | Berkeley | *September 2020 - Present*

- ❑ Maintaining a \$7,000 budget, managing and tracking member dues, and filling out forms for 40+ sorority members.

**C-STEM Elementary School Outreach Program | CS Mentor** | Westminster | *August 2019 - March 2020*

- ❑ Instructed 5th and 6th graders how to program using robots and C/C++, and helped plan the curriculum.
- ❑ Introduced 20+ students to computer science and assisted them with the UC Davis C-STEM Video Competition.

**UC Davis C-STEM RoboPlay Competition | Team Developer** | Irvine | *October 2017 - May 2019*

- ❑ Utilized Barobo Linkbots and C/C++ to complete programming challenges at the annual UC Davis robotics competition.
- ❑ Spearheaded several challenges and video competition entries and won 7 different awards including a state championship.

## PROJECTS

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**The Green Initiative Fund Voting Forum** | Web Application | *March 2021 - Present*

- ❑ Programming and designing a full-stack web application that hosts a voting forum to streamline the organization's discussion and approval process for allocating funds for sustainability projects.
- ❑ Working in a team of 8 and utilizing ReactJS, NodeJS, Express, PostgreSQL, and CSS to develop this application.

**Incoming! | iOS Game** | *August 2019*

- ❑ Built an iOS space shooting game for visually impaired players using Swift, spatial audio, Arduino, and ERM vibration motors to help them navigate through the game.
- ❑ Collaborated with hardware and audio subteams to finish the project in one week and presented it to Blizzard engineers.

**Hand Gesture Motion Detector** | Arduino Project | *May 2018*

- ❑ Programmed an Arduino board using C++ to detect motion via ultrasonic sensors and translate it to media controls such as volume adjustment, play, pause, playback speed, etc.

## AWARDS & HONORS

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**Exceptional Youth Scholarship Recipient** | *June 2020*

- ❑ One of five national students chosen for my community service efforts, volunteerism, and academic performance.

**UC Davis C-STEM RoboPlay Competition** | *May 2018 - May 2019*

- ❑ 1st Place in State, Best Overall Video, Most Interesting Task, and Best Team Work
- ❑ 3rd Place in State, Best Themed Video, and Best Team Work

**Toshiba/NSTA ExploraVision Science Competition Honorable Mention** | *April 2018*

- ❑ Chosen out of 400k applicants for my team's research on utilizing nanomedicine to treat and prevent atherosclerosis.

## SKILLS & QUALIFICATIONS

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- ❑ **Programming Skills:** Proficient in Python and Java. Intermediate in SQL, Swift, JavaScript, ReactJS, and C/C++.
- ❑ **Languages:** Fluent in English. Conversational in Vietnamese and American Sign Language.
- ❑ **Experienced Videographer:** Filming, directing, and editing in Adobe Premiere Pro and Final Cut Pro.