

Kien Ngo

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github.com/YuriFanatic

PROFESSIONAL SUMMARY

Dedicated and innovative Computer Science undergraduate with hands-on experience in full-stack web development, API design, and system integration with an interest in AI machine learning. Proven track record building production-grade applications using modern JavaScript frameworks (React), backend services (Node.js/Express), and relational databases (PostgreSQL). Strong foundation in software architecture, design patterns, and cross-functional collaboration. Seeking entry-level position to apply technical skills and contribute to impactful projects at scale.

EDUCATION

San Francisco State University	San Francisco, CA
Bachelor of Science in Computer Science 	Completed
Coursework: Analysis of Algorithms, Linear Algebra, Discrete Math, Operating Systems, Programming Methodology, Web Dev, Software Dev, Databases	

San Francisco State University	
Minor in Mathematics 	Completed
Coursework: Numerical Analysis, Exploration and Proofs, Ordinary Differential Equations	

De Anza College	San Francisco, CA
Associates Degree in Computer Science 	Completed
06/2023	
Coursework: Java, Data Structures, x86 Assembly, Operating Systems	

SKILLS

Languages: Java, Python, JavaScript/TypeScript, HTML5, CSS3, C++, C, R

Frontend: React, Vue, HTML5/CSS3, responsive design, component-based architecture, state management

Backend: Node.js, Express.js, Java, RESTful API design, database design (SQL/PostgreSQL), schema optimization

Databases: PostgreSQL, MongoDB, SQL fundamentals, NoSQL design patterns

Testing & Quality: Unit testing fundamentals, integration testing, Jest, test-driven development principles

Software Engineering: Object-Oriented Programming (OOP), design patterns, system architecture, cross-functional collaboration, API integration

Cloud & AI: Google Gemini API, LLM integration, machine learning fundamentals, Python for ML

Other: Google Workspace, Figma, Agile/Scrum methodologies, UI/UX principles, PC Building, Blender, GDScript, Vietnamese language

WORK EXPERIENCE

QA Construction

San Jose, CA

Web Development

06/2023 – 07/2023

- Developed and maintained responsive websites using HTML and CSS by implementing cross-device compatibility and browser optimization best practices, leading to a 25% increase in user engagement.
- Created a fully functional website with a gallery of past projects, a user contact form, and an admin dashboard, enhancing user interaction and administrative efficiency through streamlined design and functionality.

Mexican Brothers Market

San Jose, CA

Retail | Store Clerk

02/2018 – 07/2023

- Delivered personalized customer service to over 30 customers daily in a high-paced environment, achieving high satisfaction rates through attentive interactions and a friendly demeanor.
- Demonstrated leadership as a Shift Supervisor by effectively delegating tasks and maintaining a positive, productive work environment, leading to increased team efficiency.
- Enhanced operational efficiency by accurately managing inventory, processing cash transactions, and ensuring regulatory compliance, resulting in a seamless customer experience.

PROJECTS

Online Poker Game

[Github Link](#)

- Fully functional online multiplayer poker game
- Lobby, and chat functionality
- Runs on local machine using Node, Express, and Postgres

AI Chatbot Site

[Github Link](#)

- A fully functional chatbot site running through a SQL server I did in a group project
- Uses the Google Gemini API
- Rudimentary login feature with chat history saved in the SQL sever
- Custom icons and font

SUMMER EXPERIENCE

San Jose Public Library

San Jose, CA

Volunteer

06/2020 – 08/2020

- Assisted patrons in locating and utilizing library resources, including books, digital media, and reference materials, by providing personalized guidance, and enhancing their research and reading experiences.
- Organized and maintained library collections by accurately categorizing books and materials according to the Dewey Decimal System, ensuring a user-friendly environment for all visitors.

Simple Racing Game

[Github Link](#)

- Simple pseudo 3d racing game made in JavaScript.
- Game made in a 2d canvas with perspective tricks to simulate a 3d environment.