

# Austin Pham

SOFTWARE ENGINEER · FULL-STACK DEVELOPER

Melbourne, VIC Australia

☎ (+61) 410-133-666 | ✉ contact@auspham.dev | 🏠 auspham.dev | 📱 pnt263

## Education

### RMIT University

BACHELOR OF COMPUTER SCIENCE

- GPA 3.9 / 4.0

Melbourne, VIC Australia

Jul. 2018 - Jul. 2021

### University of Melbourne

BACHELOR OF SCIENCE

- WAM 73.75

Melbourne, VIC Australia

Jul. 2017 - June. 2018

## Experience

### Deloitte Digital

VACATIONER BACKEND DEVELOPER

- Worked in an external project under agile methodology to maintain and deliver unit tests for a **SiteCore** platform using **.NET, C#, XUnit**.
- Developed mock services which improve testing speed and reduce cloud costs by 15%.
- Documented mock services APIs and demonstrated its use cases.

Melbourne, VIC Australia

Jan. 2021 - Feb. 2021

### ID Digital

INTERN FULL STACK DEVELOPER

- Maintained and contributed to ID Digital's open source content management system (DMS) written in **Laravel** and **PHP**.
- Built, maintained and deployed 2 client websites using **Vue, React, Blade, Rest API** and **AWS**
- Consulted and adapted to customer feedback to deliver a better product.

Melbourne, VIC Australia

Dec. 2019 - Mar. 2020

### Classcom

INTERN FULL STACK DEVELOPER

- Built on-shift scheduling functionality using **Meteor, MongoDB, Blade**.
- Maintained and developed user design solutions to improve web application UX.

Melbourne, VIC Australia

Mar. 2019 - Jul. 2019

## Projects & Hackathons

**Boxby** — 1ST PLACE OUT OF 30 TEAMS IN RMIT ITS HACKATHON 2019 — WON A TRIP TO SILICON VALLEY VALUED \$18,000

- Built and deployed offline IoT education solution using **Node, Express** and **AFrameJS**.
- Integrated with offline services (Khan Academy and NPM).

**Pacman AI** — UNIVERSITY CONTEST — 1ST OUT OF 74 TEAMS (HIGHEST WIN RATE IN THE PAST 4 YEARS OF THE COURSE)

- Built a Python Pacman AI agent to compete in a tournament on both attacking and defending sides.
- Developed adaptations of path-finding algorithms such as **BFS, DFS, UCS, A\*, Bayesian inference** and **wall follower maze solver**.
- Implemented **adaptive reinforcement learning (Q-Learning)** from scratch using Python.

**Recycle Pi** — UNIHACK HACKATHON 2019

- Built IoT dashboard web application using **ReactJS, Django REST** and **ChartJS**.
- Used **Google Auto ML** APIs to train the AI model with **AWS Polly** APIs to provide audio feedback from the device.

**Plantly** — CAPSTONE PROJECT

- Developed server-side rendering dashboard using **NextJS** with **AWS Amplify** and **AWS Cognito** for plant monitoring.
- Built microservices using **Elastic Search, DynamoDB, SQS, S3 Bucket, Kinesis, AWS Lambda** and **MQTT**.
- Acted as Scrum Master to coordinate a team of five.

## Extracurricular Activity

2020 **Treasurer**, RMIT Math Club

2018 **Volunteer**, StartupBootcamp

Melbourne, VIC Australia

Melbourne, VIC Australia

## Skills

### Programming Languages

Javascript, TypeScript, Python, Java, C, C#, C++, PHP, Bash, Ruby

### Frameworks/Libraries

React, Redux, Vue, NextJS, GatsbyJS, Express, SCSS, WebDriverIO, JUnit

### Others

AWS, Docker, CircleCI, Github Action, Google Cloud, Unix/Linux