Christopher Pham

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EDUCATION

Bridgewater State University, Bridgewater, MA

Bachelor of Science degree in *Computer Science* **Honors:** Dean's List, 2 semesters, Major GPA: 4.0 *Work up to 15 hours a week while attending school full-time and commuting*

TECHNICAL SKILLS

Programming: Proficient: Java, Python, JavaScript, CSS, and HTML; Basic knowledge: C#, Kotlin, PHP, MySQL

Software: PyCharm, Eclipse, IntelliJ IDEA CE, Visual Studio Code, Xcode, GitHub, SourceTree, XAMPP, Node.js, UML Designer, Wireshark, Android Studio, Unity

Framework: Proficient: jQuery, Bootstraps; Knowledge of Agile, Scrum, Extreme Programming, Express Dynamic Systems Development Method

Operating Systems: Developed applications on Mac OS Mojave, Experience with Windows

WORK EXPERIENCE

 Sales Representative, Cricket Wireless, Randolph, MA Solve customer problems and phone issues such as technical or service 	March 2017 – Present	
 Recommend suitable products for purchase based on knowledge of current service. Office Assistant, Art Department, Bridgewater State University Clean the department space and move art supplies and equipment Made deliveries to different buildings on campus 	ses September 2019 – Present	
 Crew Member, Dunkin Donuts, Avon, MA Multitasked, provided great customer service while preparing store to close Took inventory, cleaned workspace and prepared machines for daily application Operated register and made food 	August 2016 – February 2017	
PROJECTS		
 Autonomous Vehicle, Panasonic 3D-LiDAR Challenge, Panasonic Was awarded a grant by Panasonic to develop an autonomous vehicle using comb Work with a team to plan and develop a vehicle that uses the 3D-LiDAR to detect sensor to identify humans, and WIFI sensor to detect signals from phone to pinpo user location 	obstacles, thermal	
 WIFI GPS Research how building materials interfere with compass readings Collect data to determine if compass readings is constant in various location and t Plan to enhance WIFI GPS with compass readings to allow indoor map generation 		
 Plan to enhance with GPS with compass readings to allow indoor map generation Markov, Data Structures and Algorithms, Bridgewater State University Developed Java program that reads a plain text file, using adjacency list to record and the subsequent word or phrase after every occurrence of the keyword Generated random text that uses probability model to mimics the author's writing 	Summer 2019 all original words	
 Concordance, Data Structures and Algorithms, Bridgewater State University Built LinkedList class, implemented merge sort, and binary search in Java 	Summer 2019	

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 Searched for a keyword, program output all locations of that keyword in the text file with surrounding words around that word 		
Address Book, Computer Science II, Bridgewater State University	Spring 2019	
• Developed Java Address book program that can add, remove, favorite, sort and search entries		
 Implemented Recursion search capable to find an entry by name, address, or phone number 		
 Serialized entries onto a file and can reload saved data when needed 		
Text Adventure Game, Computer Science II, Bridgewater State University	Spring 2019	
 Developed Zork style text adventure game in Java with all commands executed through text 		
 Implemented 2D room map and used Object Oriented Programming principles such as 		
inheritance and polymorphism to organize and design player, enemy, and items classes		
Berzerk Style Game, Computer Science I, Bridgewater State University	Fall 2018	
 Created 2D Python Berzerk game that used list data structure to contain entities and map 		
RELATED COURSEWORK		

Data Structures and Algorithms, Discrete Mathematics, Single Variable Calculus I; Fall 2019: Object Oriented Software Engineering, Web Application Development, Logic and Computers, Intro Computer Organization, Cybersecurity & Comp Networks and Single Variable Calculus II