

<https://quynhphan.dev/>

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# Quynh Phan

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## PERSONAL STATEMENT

Web developer with experience in UI development, game development, courseware software/simulation, QA, bug fixing/troubleshooting, documentation, working with other disciplines such as producers, artists, SWEs, TDs, SMEs, etc. Interested in positions regarding production work and filling in gaps for meaningful contributions to the project. Passionate about learning how to learn.

## SKILLS

HTML, CSS (Sass), JS (TypeScript), NodeJS, C#, Python, ReactJS, NextJS, Git, Perforce, SWARM Review, Jira, Confluence, Unity, Godot, GIMP, Inkscape

## EXPERIENCE

### Cubic Corp

**Software Engineer:** November 2022 – PRESENT

Started work in Unity Engine as well as maintaining React HMIs.

- Worked in lesson development with Playmaker, HMI development with NoesisGUI, setting up assets and scripting custom steps/grading.
- Wrote an accepted proposal to the PMs suggesting HMI solution.
- Created and assigned Jira tickets, as well as documenting up-to-date progress in comments/logs.
- Modified inhouse Javascript framework that interfaces with the game's Runtime Manager and backend model (e.g. coordinated with game engineers to resolve a bug by arranging a data file that interfaces with the web side).

**Associate Web Developer:** September 2020 – November 2022

Worked in developing training projects for the Navy's Littoral Combat Ship. Responsible for development and debugging HMI (Human Machine Interface) web bugs with React. Communicated with SMEs to understand the purpose of the lesson and further research on how the interface works on the ship. Coordinated with other disciplines to solve problems that arise in production. Assisted where needed, QA, documentation, regression testing, etc.

- Created common React TypeScript components (e.g. buttons, status bar, table, etc) as well as documenting READMEs for the team's convenience.
- Worked and adapted to other developers' code to make cosmetic and functional changes (e.g. arrow buttons needed CSS modifications and additional history function to go back/forward).
- Developed multiple HMIs – from simple timer/stopwatch, to more complex multi-page application simulations.

## ManagedWeb, LLC

**Assistant to Manager / Project Manager:** January 2020 - July 2020

Worked in monitoring and maintaining Wordpress websites. Communicated with programmers to add features and make changes. Worked with Zoho CMS software to track tickets. R&D.

- Utilized AdobeXD to create a site design for gaming apparel website.
- Wrote a Python script to scrape data from websites.

## Dr. Robert Law Internal Medicine

**Data Scribe:** July 2013 - April 2016

Read and interpret patients' charts into medical software (ICD code).

- Minor tech troubleshooting in the office (e.g. printer not working, program crashing, etc).
- Shredding, scanning, printing.

## Volunteering

### Orange County Animal Shelter

Registered volunteer for the dog area. Assist in pet enrichment, walking, and helping potential adopters interact with the dogs.

### UCF Badminton Club

Community activities like cleaning up beaches, parks, and planting trees.

## Personal

### Meetup Events

- ODev 2020 Hackathon (build something with the theme of sustainability). Team won 1st place (<https://github.com/Zulu-Inuoe/hackathon-022020>). Assisted in game design, mechanic ideas, assets creation, task management, and testing.

Please visit **quynhphan.dev** (portfolio created with Next.js) to see my past projects.

## EDUCATION

### University of Central Florida 2018

Bachelors of Arts Digital Media (Web Design) | GPA 3.6 | Badminton Club Activities