

# VINH PHAM

## Front-End Developer

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### EDUCATION

**Bachelor of Science in Applied Computing: Interactive Systems Design concentration** 2021 – Present  
College of Arts & Sciences, University of Saskatchewan, Saskatoon, SK

**Certificate in English as Second Language** 2020 – 2021  
Language Centre, University of Saskatchewan, Saskatoon, SK

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### LANGUAGE/Framework/TOOLS

- HTML5, CSS3, JavaScript, GSAP, DOM Manipulation, Blender, Adobe Creative Suites, Figma, Canva, and Resprite.
  - Node.js, React.js, Express.js, Python, Java, C#, MySQL DB, AJAX, REST API, Git/GitHub, and Unity.
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### RELATED EXPERIENCES

**Web Developer/Designer** Jan 2023 – Present

Food & Bioproduct Club – University of Saskatchewan, Saskatoon, SK

- Participate in developing the FABS website with mainly front-end development and back-end development.
- Participate in design digital contents (e.g., logo, posters, and UI for website)
- Maintain and update the club website by using GitHub/GoDaddy Domain throughout the academic years.
- Collaborate with club's executives to highlight the finest features and easy information for students in food science industry.

**Web Developer/Designer** Sep 2023 – Present

U of S UX Collective Club – University of Saskatchewan, Saskatoon, SK

- Work along side with fellow developer/designer, and other executives to build user-concentrated, interactive, and responsive websites.
  - Build and design static websites for major event using technologies such as Figma, Front-end programming, and design software.
  - Join and operate the club event for showcasing the importance of User Experience designing and exposing the insight in the industries.
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### PERSONAL PROJECTS

#### Food & Bioproduct Sciences Website:

- Develop with HTML, CSS, JavaScript, and async Fetch.
- Design visual elements and prototype with Figma, Canva and Adobe.
- Research and apply Search Engine Optimization through inside <meta> tags and external activities (e.g., remote through events and medias)
- Maintain DNS and domain through GoDaddy and GitHub as version control software.

-URL: <https://fabsclub.ca/>

#### DevForum's Web App:

- Develop client-side with React.js Framework, react hooks, and asynchronous fetch to handle client requests.
- Develop server-side using Node.js, Express.js, and MySQL to handle HTTP requests, responses, and data management.
- Using multiple npm packages (e.g., CORS and body-parser) to achievement several requirements.

-URL: <https://inustur.github.io/DevForum/>

#### Binary Breakout! Puzzle Survival Game:

- Work as a team of nine under Scrum methodology with Jira as project management and, Git/GitHub as mutual version control and host.
- Contribute to level design and player experience design.
- Design all game assets using mainly Resprite and Adobe Creative Suite (e.g., background assets and animation).
- Customize tile map of all levels, asset colliders, and sorting layers to achieve the 2.5D aesthetic.
- Develop game mechanics and design game effects/cutscene (e.g., Post Processing and Lightning.)

-URL: <http://406-linear-game.s3-website-us-east-1.amazonaws.com/> <https://github.com/406-linear-game>

#### Other projects:

- Alien Attack! RPG Survival Game -URL: <https://naronb66.itch.io/alien-attack>
  - Pixel.Palette -URL: <https://uofs-uxco.github.io/Pixel.Palette/>
  - White Lotus's Website -URL <https://www.whitelotuscuisine.net/>
  - SHMUP Game -URL: <https://inustur.itch.io/shmup>
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### REFERENCES

**Akshara Dash** (Product Designer @Zu)

President at UX Collective

<https://www.linkedin.com/in/aksharadash012/>

**CJ Manning** (MSc & Research Assistant)

Co-President at Food and Bioproduct Science Club

<https://www.linkedin.com/in/cyriljmannin>

