

Quan Pham

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SUMMARY

Computer Science student at Seattle University with strong object-oriented programming foundations in Java, C#, and C++, plus hands-on experience across the full software development lifecycle – from requirements and design through implementation, testing, and deployment. Practical experience with cloud platforms (AWS) and Generative AI tooling (Claude Sonnet, LLM integration), applied in a real-time production-facing hackathon project. Comfortable in collaborative, iterative development environments.

EDUCATION

Seattle University

Bachelor of Science in Computer Science; GPA: 3.6

Sep 2024 – Jun 2028

Seattle, WA

RELEVANT COURSEWORK

- Object-Oriented Programming (C#)
 - Database Systems (SQL)
- Data Structures (C++)
 - Languages and Computation (Java)
- Design & Analysis of Algorithms (Java)
 - Linear Algebra (Python)

TECHNICAL SKILLS

Languages: Java, C#, C++, Python, JavaScript, TypeScript, Kotlin, SQL
Cloud & AI: AWS Bedrock, Claude Sonnet, LLM integration, prompt engineering, computer vision
Web & APIs: React.js, Flask, REST-style APIs, Socket.io
Data: PostgreSQL (Supabase), MongoDB, Pandas
Tools: Git, GitHub, Jira, VS Code, Google Colab, Android Studio
Practices: OOP, data structures, testing, debugging, code reviews, technical documentation, CI/CD concepts

EXPERIENCE

- Undergraduate Summer Research

Seattle University

Jun 15 2026 – Sep 11 2026

Seattle, WA

 - Built and tested **Python**-based technical solutions across the full research lifecycle – from requirements and implementation through evaluation and documentation.
 - Compared image-processing and deep-learning approaches on real datasets, documenting methodology for reproducibility.
- Esports Attendant

Seattle University Recreation (UREC)

Nov 2025 – Present

Seattle, WA

 - Applied structured, methodical troubleshooting and clear escalation procedures across software, hardware, and network systems.
 - Documented recurring incidents and communicated resolutions clearly in a high-traffic environment.

PROJECTS

- Mimic-AI

AWS Hackathon Project, Seattle University and University of Washington

May 2026

Seattle, WA

 - Built a real-time multiplayer AI application using **React**, Vite, Socket.io, Python, and JavaScript.
 - Integrated **AWS Bedrock**, Claude Sonnet, and vision APIs to process webcam frames and return automated scores, debugging client-server state, latency, and reliability issues under real-time constraints.
- Hotel Booking Data Platform

Database Systems Course Project, Seattle University

Jan 2026 – Mar 2026

Seattle, WA

 - Designed normalized PostgreSQL schemas and developed **Flask** routes for authentication, search, booking, availability, and status-management APIs.
 - Collaborated in a four-person team using iterative, sprint-style development cycles – technical discussions, code review, testing, and continuous delivery of features.