justngo1@tutanota.com

Justin Ngo

www.jstinii.com

EDUCATION

Arizona State University Graduation Date: December 2022
B.S. in Computer Science GPA: 3.88

WORK EXPERIENCE

Microsoft Present
Software Engineer || Liftr Team || Developer Division Org
- Building third party solutions on Azure to offer a first party like experience for Azure customers
  - C#, .NET, Docker, Kubernetes, Distributed Systems, Cloud Computing, Nginx, Git

Microsoft Summer 2022
Software Engineer Intern || Windows + Devices Org
- Built a new framework in .NET to support automated testing of the Surface Pen with a user's natural handwriting through drawing hardware robots on Microsoft's Surface touchscreen devices
  - C#, .NET, Visual Studio, Windows API, XAML, Git
  - Framework focused on modularity, robustness, and extensibility allowing for the simple addition and testing of features in future iterations for an Agile lifecycle
- Built a WPF application, APIs, and libraries inheriting from the framework to interface with a robot and device allowing for the ability to develop with a pen/HID.
  - Library features developed were the AxiDraw, native-like movement of robot, record and playback, and remote communications
- Developed remote communication applications to communicate between Windows devices in relation to data transfer
  - Capability to capture live playback of a users handwriting on one device and locally compare data in regards to performance of a robot's drawing on another device in PNG and SVG formats

Zoom Video Communications Summer 2021
Software Engineer Intern || Platform Engineering Team
- Developed RESTful API toolsets in Python and TypeScript to support developers create new apps on the Zoom platform
- First command-line tool created for the Zoom API as alternative to web client
  - TypeScript, Node.js, Oclif, Mocha, Python, Git
  - Added crucial endpoint commands and robust unit testing
  - Worked cross-team with developers in improving API documentation
  - Python tools integrated for implementing intuitive endpoints
  - Part of a developer focused team following an Agile methodology including Jira and Git

NASA Johnson Space Center Fall 2020
Software Engineer Intern || Aeroscience & Flight Mechanics Division:Integrated GN&C Analysis Branch
- Performed data analysis and simulation testing/modeling software in C++ and Python for the Boeing CST-100 Starliner as part of the team's independent verification of the launch abort system
  - Python, NumPy, Pandas, Matplotlib, C++
  - Team's first toolset that can perform on inconsistent simulation databases
  - Analyzed Monte Carlo software tools created to test for environmental parameters and physical constraints on the spacecraft

SKILLS

Languages: C++, Python, C#, TypeScript, JavaScript, LUA
Programming Background: Algorithms, API development, Cloud Native Development, DS, OOP
Web Development: Azure, AWS, Node.js, REST, Firebase, Heroku, MongoDB, Express.js, .NET, Distributed Systems