

Manh Phan

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Education

University of Illinois Chicago (UIC) - Chicago, IL

Expected: May 2025

Bachelor of Science: Computer Science with Software Engineering Concentration

GPA: 3.97/4.0

Awards: Merit Based Scholarship, College of Engineering Scholarship, 2024 Dean's List

Relevant Courses: Data Structure, Algorithms, Cloud Computing, Software Engineering, Secure Web Application, System Programming, Networking, Data Science, Database Systems

Work Experience

Department of Computer Science, University of Illinois Chicago (UIC) - Chicago, IL

Jun - Dec 2024

Undergraduate Teaching Assistant

- Assisted 50+ students in **C/C++** coding projects, laboratories, and exam reviews, leading to improved completion rates and exam performance.

FPT Software - Hanoi, Vietnam (Remote)

Jun - Aug 2024

Frontend Developer Intern

- Implemented an online order form using **React**, **TypeScript**.
- Collaborated with backend engineers to develop **REST API** and deploy features using **Azure DevOps**, enhancing user experience with a video demo for product guidelines.

Leadership & Projects

Chicago Engineering Design Team, UIC - Chicago, IL

Jul 2024 - Present

Secretary | [Website](#)

- Maintained website using **WordPress** and ensured the server operated smoothly.
- Attracted 100+ new members to the general body meeting by actively managing the organization's Instagram and engaging in outreach at STEM events.

SparkHacks 2025 Organizer, UIC - Chicago, IL

Sep 2024 - Feb 2025

Web Developer | Hackathon Organizer | [GitHub](#) | [Website](#)

- Reduced organizers' total time for processing 500+ forms by 67% by developing a dashboard website with a team of five utilizing **Agile methodology**, **Astro**, **TypeScript**, **Tailwind**, and **Firebase**, enabling seamless participant registration, application tracking, processing, and check-ins.
- Streamlined check-ins for 400+ participants by implementing QR code scanning, significantly reducing wait times and enhancing event efficiency.
- Managed **Firestore** database, ensured data security, and export participants' data to Google Sheets for historical tracking.

Chinese Chess (Multiplayer Chess Website) | [GitHub](#)

Sep - Dec 2024

- Built a multiplayer Chinese Chess game with **React**, **TypeScript**, **NodeJS**, and **Socket.io**, enabling real-time gameplay and game-room isolation for an enhanced user experience.
- Integrated **Firebase** for user authentication and session management, supporting SSO and new user registration, improving security.
- Implemented key features including game-room creation, move validation, in-game chat, and game-state management, while ensuring UI reliability and robust game logic through automated testing with **Playwright**.

Helping Hands (Community Website) | [GitHub](#)

Apr 2023

- Achieved Overall Best Prize out of 24 project submissions at SparkHacks 2023 hackathon by developing a website with **React**, **JavaScript**, and **Bootstrap**, providing an intuitive map for locating shelters and community centers for homeless individuals in Chicago.
- Processed City of Chicago data using **Python** and **Pandas** to populate OpenStreet map, enhancing accessibility and reliability of community resources

Skills

Programming Languages: JavaScript/TypeScript, Python, Java, Scala, HTML, CSS, SQL, C/C++

Frameworks/Libraries: React.js, Astro, Tailwind, React Native, Bootstrap

Software: AWS, Git, Firebase, NodeJS, PostgreSQL, Figma, Jira, Linux, Agile, WebSocket, WordPress