

Minh Bui

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EDUCATION

2020 – 2022: **M. S. Computer Science, DePaul University,**

Chicago, IL, US

2016 – 2020: **B. S. Mathematics, University of Arizona,**

Tucson, AZ, US

[20th place team ACM-ICPC 2016 Rocky Mountain Regional Contest](#)

TECHNICAL EXPERIENCE

Amazon.com, Inc.

Tempe, AZ, US

Software Development Engineer - Brand Registry

August 2023

- Managed and developed a feature for sidelining potentially risky abusive brand applications using existing Spring service (back-end) and [React.js/Next.js](#) (front-end).
- Deployed, maintained, and monitored Native AWS services, using AWS CDK to programmatically create cloud infrastructure.
- Efficiently managed ticket queues, resolved production issues and maintained CI/CD pipelines as the primary point of contact during on-call rotations, ensuring high system reliability and performance.

Software Development Engineer Intern – Brand Registry Audit Log

June 2022 – September 2022

- Designed and implemented an audit log within Brand Registry website to help brand administrators gain insights about changes regarding user permissions.
- Optimized loading time for audit log as a stretch goal.

PROJECTS

PickupDirtApp (Spring 2020) – [Demo](#) A MEAN stack clock-in/clock-out system that tracks employees' working time.

- Designed, documented, and implemented the back-end RESTful APIs.

Connect4 (Fall 2018) – [Source](#) A two-player connecting game in Java

- Designed an evaluation function and implemented a minimax algorithm with alpha-beta pruning for computer players, achieving 100% win rate against human players.
- Enabled networking features, allowing either human or computer players to play over different networks.

Space Invaders (Winter 2022) – [Demo](#) A clone of Space Invaders game in C#

Audio engine (Spring 2022) – [Demo](#) A Microsoft's [XAUDIO2](#)-based multithreaded audio engine

Multithreaded Chat Application (Fall 2018) – [Source](#) Chat servers with bots in Java

Memory system (Spring 2021) – An enforced 16-byte data alignment memory management system specifically geared toward vector operations in C++

Other projects: Libraries for a game engine in C++, Java shapes drawing program, path finding algorithms with C++14, and d3.js TreeMap.

TECHNOLOGY

- Programming Languages: Java, Python, TypeScript, HTML/CSS, SQL, C, C++14.
- Frameworks and Libraries: Spring, JUnit, Node.js, React.js, Cypress, AWS Cloud Development Kit, MySQL.
- Developer Tools: AWS, Docker, Git, Postman, VSCode, IntelliJ, Visual Studio.

PROFESSIONAL REFERENCES

Felipe Vega

Director of Engineering at LiveVox

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felipevegaaraujo@hotmail.com

Felipe was my mentor when I was working on my freelancing project PickUpDirtApp.

Weixiang Zhang

Software Development Engineer at Amazon

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Weixiang was my partner who co-authored multiple large software projects with me during my time at University of Arizona.