

# ANNA PHAN

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## EDUCATION

UNIVERSITY OF SOUTH CAROLINA

Columbia, SC

**Bachelor of Science in Computer Science, Minor in Mathematic**

August 2021 - May 2025

**GPA:** 3.8/4.0

**Awards and Honors:** Life Scholarship, Watson Brown Scholarship, President's Honor List, Dean's Honor List

**Relevant Coursework:** Algorithmic Design I & II, Computer Architecture, Operating Systems, Data Structures and Algorithms, Software Engineering, Computer Networking,

## TECHNICAL SKILLS

<b>Languages</b>	Java (Proficient), C/C++ (Intermediate), Python (Intermediate), HTML/CSS (Proficient), JavaScript (Intermediate), MySQL (Intermediate), MATLAB (Beginner), R (Beginner)
<b>Frameworks:</b>	React (Intermediate), Node.js (Intermediate)
<b>Tools</b>	Git (Intermediate), LaTeX (Intermediate), VScode, IntelliJ, Eclipse, Linux

## WORK EXPERIENCE

UNIVERSITY OF SOUTH CAROLINA

Columbia, SC

**Undergraduate Teaching Assistant**

September 2023 – Present

- Assisted over 200 undergraduate students in weekly lab sessions, dedicating 12+ hours per week to guiding them through programming assignments in HTML/CSS, JavaScript, and Python.
- Provided detailed feedback on code quality, logic, and efficiency, helping students optimize their programs for performance and best practices.
- Facilitated understanding of core programming concepts and debugging techniques, enabling students to independently troubleshoot and solve coding challenges.

TATUM GAMES

Santa Clarita, CA

**Web Developer Intern**

April 2024 – June 2024

- Enhanced user experience by optimizing front-end features and implementing improvements that increased site functionality.
- Identified and resolved over 20+ bugs in the MIKROS product, boosting system stability and performance.
- Collaborated with cross-functional teams (UI/UX, Backend, Mobile) to address feature and code implementation challenges.

## RESEARCH EXPERIENCE

ARTIFICIAL INTELLIGENCE INSTITUTE, UNIVERSITY OF SOUTH CAROLINA

Columbia, SC

**Undergraduate Research Assistant**

April 2023 – November 2023

- Conducted research on AI topics such as neural networks, reinforcement learning, and graph neural networks.
- Collaborated in debugging and reimplementing a machine learning model on a large dataset using Python and Linux, which improved model efficiency by 25%.
- Contributed to weekly research updates and discussions, sharing insights from academic papers and troubleshooting solutions.

## PROJECTS

- USC EATS** - Developed a website to help USC students locate dining hall foods, utilizing web scraping to source data from the UofSC Dining Hall website.
- JTEA LEARNING MANAGEMENT SYSTEM** - Designed and tested an LMS through a full software development lifecycle, from requirements gathering to final testing.
- FRESHY BUDDY APP MOCK-UP** - Created a mock-up app to help new students find campus buddies for activities. Conducted user-centered design activities, including persona creation, storyboarding, usability testing, and prototyping.