

Calvin Van

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EDUCATION

University of Texas at Dallas

Aug. 2022 – Present

Bachelor of Science in Computer Science GPA: 4.00

Richardson, TX

Relevant Coursework: Computer Science I & II, Discrete Mathematics, Computer Architecture

EXPERIENCE

Computer Science Intern

June 2023 – Aug. 2023

Engineer Research and Development Center - Supercomputing Research Center (SRC)

Vicksburg, MS

- Researched about Nvidia DeepStream, PyTorch, and the implementation of machine learning models into the GStreamer video pipelines.
- Reported findings to mentors about the challenges and errors that can occur for video pipelines, reducing the future time and effort taken to find an optimal solution.
- Studied how to convert pretrained PyTorch models into ONNX, enabling the successful deployment of inference models into the video pipeline.
- Redesigned code that can train a multiclass semantic segmentation model with custom datasets, allowing SRC to deploy custom-trained segmentation video pipelines.

Board Game Project Lead

Sept. 2019 – Jan. 2020

Madison Central High School

Madison, MS

- Managed a 6-person team to design and create a 4-player strategy board game for a competition hosted by the Technology Student Association, achieving first place in the district.
- Co-authored rules and themes that exceeded competition design standards, delivering a family-friendly and interactive game experience.
- Organized a project timeline with team-defined milestones for the board game, ensuring a timely and successful completion.
- Collaborated closely with teammates weekly to review the board game's development and individual suggestions, facilitating a sense of both individual and team ownership for the game.

PROJECTS

Morse Code Tester | *JavaScript, HTML, CSS*

July 2023 – Aug. 2023

- Coded an online website that offers interactive quizzes on Morse code and letters, giving users an engaging and educational experience.
- Implemented a type select feature to provide quizzes on either Morse code or letters, offering more flexibility in testing preferences.
- Created a difficulty feature to test on either the first or second half, enabling more efficient learning through chunking.

Stem Store | *Documentation, Communication, and product analysis*

Sept. 2021 – April 2022

- Designed an E-commerce website with a team of 4, providing an online medium for academy engineering students to sell products and raise funds.
- Analyzed customer feedback on brainstormed website designs, giving guidance to the team on which website traits to improve.
- Managed the portfolio and documentation for the project, ensuring accurate documentation of the project's purpose, objectives, and progress.
- Communicated with the client (the head of the academy) to clarify website criteria and objectives, resulting in a well-defined project development.

SKILLS

Technical Skills: Python, Java, C++, JavaScript, HTML, CSS, Bash, PyTorch

Certifications: Autodesk Inventor, Microsoft Excel, Microsoft Word, and Microsoft PowerPoint