MINH QUANG LIEU

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EDUCATION

Georgia Institute of Technology   *GPA: 4.0/4.0*
Master of Science in Computer Science - Computing System Specialization   *Expected Graduation: 2026*
University of Houston Main Campus   Houston, Texas
Bachelor of Science in Biochemistry - Minor in Mathematics
- **Relevant Coursework:** Programming and Data Structure, Computer Organization and Architecture, Introduction to Numerical Analysis, Introduction to Information Security, Database Systems Concepts and Design
- **Provost's Undergraduate Research Scholarship, Academic Excellence Scholarship** (4 years), **Dean's List (**4 years)

SKILL

Technical: Python, JavaScript, HTML, CSS, C++, Java, SQL, Microsoft Office, VBA, RStudio.
Frameworks & Libraries: ReactJS, Node.js, AWS, MongoDB, RESTful API, Material UI, Tailwind CSS
Developer Tools: Git, GitHub, VS Code, Spyder, Netlify, Replit, Vite.js.

WORK EXPERIENCE

Unit Technology Corporation   Ho Chi Minh City, Viet Nam
Frontend Developer Internship   *May 2024 - Sep 2024*
- Technologies: React.js, JavaScript, AWS, HTML, CSS, Material UI, Java
- Collaborated with six interns to develop a virtual library website featuring **2000 online books**.
- Utilized Redux to manage application state, including user information, borrowed books, and transaction history across the app, resulting in a **40%** increase in app responsiveness.
- Designed AWS-based data storage solution to reduce application latency by **30%** and improve **50%** data retrieval.
- Leveraged Material UI to construct the website interface, enhanced the interaction and ensured a responsive viewport.

The Uniqueness of Source Code - Software Engineer Research, University of Houston   Houston, Texas
Research Assistant + Research Mentor   *Aug 2023 - Sep 2024*
- Technology**:** Python
- Worked in a group of two under the supervision of Dr. Amin Alipour and PhD student Aftab Hussain
- Used the tokenize library to analyze the code patterns and structures across more than **1,000 public Github projects** and examine their uniqueness based on the percentage of syntactic redundancy.
- Applied the outcomes of syntactic redundancy to generate the list of code snippets for usage.

Real-Time Systems Research - Machine Learning Research, University of Houston   Houston, Texas
Research Assistant   *Aug 2023 - Dec 2023*
- Technology**:** Python
- Worked in a group of two under the supervision of Dr. Albert Chang and PhD student Thomas Carroll
- Employed the Traci Sumo library to control the vehicles and explored the dynamic user equilibrium to determine the optimal route for avoiding traffic congestion during peak hours.
- Simulated virtual vehicles to optimize routes reduce **over 50%** of expected time and prevent traffic congestion.

Knack: College Tutoring   Remote
Academic Tutor   *Aug 2023 - Recent*

PROJECT

The Beyond Journey   *Nov 2024 - Recent*
- Technologies: HTML, JavaScript, Reactjs, Node.js, MongoDB, Tailwind CSS, Material UI
- Create a full-stack project for a booking platform enabling users to explore tours and complete reservations securely.
- Implement role-based access control to differentiate between user and admin functionalities.
- Design a user dashboard, and admin panel, and ensure responsiveness across devices

My portfolio   *Sep 2024 - Recent*
- Technologies: HTML, JavaScript, Vite, Tailwind CSS
- Developed a portfolio website to highlight my personal background and educational journey.
- Utilized Vite for fast development and Tailwind CSS for styling with a modern design

Natour website   *Sep 2024 - Nov 2024*
- Technologies: HTML, CSS, JavaScript, Reactjs, Node.js, MongoDB, Pug
- Built using server-side rendering to provide faster and optimized user experiences with the tour viewing platform.
- Enabled users to log in, explore and choose tours, view detailed profiles, and check tour availability for booking.

Polygon - University of Houston   *Jan 2024 - May 2024*
- Technologies: HTML, CSS, JavaScript, React.js, Python
- Worked in a group of five to develop the omegle-like-chatting app by applying Redux Saga and Web Socket.
- Improved user interfaces by enhancing object-oriented programming and incorporating multiple features.