Nam Le

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Penultimate Year Computer Science Student

Experience

Web Developer Intern
CMC Corporation

📅 Jun 2023 — Jul 2023   📍 Hanoi, VN

- Worked on a backend webstack containing Redis, Celery, Postgresql, and Django. Self-taught how to use this webstack and merging it with a frontend framework (React.js)
- Prototyped an online admin application website using the backend webstack and frontend framework

Education

Bsc in Computer Science
Durham University

📅 Sep 2022 — Jun 2025   📍 Durham, UK

- First year results: 75%

Current modules: Artificial Intelligence, Data Science and Database, Networks and Systems, Programming Paradigms, Software Engineering, Theory of Computation

A-Levels
Bellerbys College

📅 Sep 2020 — Jun 2022   📍 Brighton, UK

Mathematics - A^* — Further Mathematics A — Computer science A

Projects

Stock Prediction AI model

- Built a stock prediction AI model that predicts the closing price of a stock with S&P500 data supplied through a web scraper within a 24h time restriction as part of a four-member team for Durhack 2023
- Cleaned and normalized data using Pandas then implemented findings from the research papers on CNN-LSTM models using Keras, a model which beats most other models using RNN, CNN or LSTM individually

Davis-Putnam-Logemann-Loveland SAT Solver

- Researched propositional logic alongside resolution to implement a recursive satisfiability solver in Python
- Implement ideas like watched literals and clause learning from scientific papers on DPLL and CDCL to enhance the code

Sentiment Analysis AI Model

- Built two sentiment analysis AI models that predicts the emotion associated most with a piece of text using an online dataset
- Implemented multinomial Naive Bayes and Logistic Regression, trained with oversampled and TF-IDF vectorized text. Visualized confusion matrix and learning curve with Seaborn
- Achieved an 86% (NB) and 90% (LR) accuracy on unseen test data set

Shortest Vector Problem Solver

- Researched enumeration techniques to solve SVP in low dimensions with the LLL algorithm in C
- Generated and ran tests automatically using Bash script
- Visualized performance and memory using Pandas and Seaborn

P2P Chatroom

- Built a local network TCP-IP chatroom using sockets and threading in Python
- Implemented features like unicast, broadcast, file download, and graceful disconnects

3D Unity VR game

- Built a 3D VR version of an old flash game in Unity within a 24h time restriction in a team of 2 for Durhack 2023
- Adapted rapidly to using Unity and VR technology to implement camera and VR handset control, creating a tool to streamline level generation, and helped design some levels for game

Technical Skills

My main language is Python, and I have had 7 years of experience. Here are some technologies I am familiar with:

Programming Python — JavaScript — Java — C
Data Science Pandas — Seaborn — SQL
ML Keras — Scikit-learn
Webdev ReactJs — Django — TailwindCSS
Misc Git — Unix — Bash

More about me

I have been living in the UK for 7 years. I am a native Vietnamese speaker, but have bilingual proficiency in English. Furthermore, I can also speak and understand some French and a bit of Spanish. I enjoy cooking, and reading classic dystopian novels