


# NEIL (MINH) LUONG

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## EDUCATION

**Drexel University** *Philadelphia, PA*

Anticipated Graduation: June 2027

*B.S. in Computer Science*

**Cumulative GPA: 3.71**

- **Relevant Coursework:** Computer Programming II, Advanced Programming Technique, Mathematical Foundations of Computer Science, Data Structures & Algorithms, Linear Algebra, Calculus

## PROFESSIONAL DEVELOPMENT

**FPT Information System - Summer Internship**

Hanoi, Vietnam

Data Analyst

June 2023 – September 2023

- Analyzed a dataset of 10,000 credit card customers to understand patterns leading to customer attrition, focusing on demographic variables such as age, gender, income, and marital status.
- Implemented data preprocessing techniques including encoding categorical data, scaling, and correlation analysis to extract influential features, ensuring data readiness for modeling.
- Applied the Synthetic Minority Oversampling Technique (SMOTE) to address class imbalance, enhancing the model's ability to accurately predict customer churn.
- Trained and optimized tree-based models for churn prediction, emphasizing the "Recall" metric to minimize false negatives, achieving a recall rate of 92%.

## TECHNICAL SKILLS/PROJECTS

*Languages/Technologies:*

Python (intermediate) | HTML/CSS | C# | Swift | Flask | Firebase | VSCode | XCode | JavaScript

**TradeQuest - Freshman Design Project**

Philadelphia, PA

- Collaborated with a team of three developers to design and launch a stock trading simulator website, allowing users to practice trading strategies without financial risk.
- Fortified website security by integrating Firebase Authentication, ensuring robust protection across multiple pages.
- Developed a Flask-based backend to handle user operations, including account creation, via HTTP POST requests.

**Pathfinding Visualizer - Personal Project**

Philadelphia, PA

- Developed a C# WPF application to visually demonstrate Dijkstra's pathfinding algorithm, adhering to the MVVM design pattern.
- Designed an interactive grid interface allowing users to set start/end points and introduce walls, enhancing the complexity of the pathfinding challenge.
- Implemented a visualization feature that, post-completion of the algorithm, animates the discovery process, showcasing the algorithm's approach to finding the shortest path.
- Enhanced foundational skills in algorithm visualization and software design, with plans to expand the tool to include additional pathfinding algorithms and features.

**ExplosiveX - WWDC23 Swift Student Challenge**

Philadelphia, PA

- Co-developed an iOS app using SwiftUI to educate users about the devastating effects of nuclear bombs, fostering awareness of historical events.
- Integrated MapKit to offer an interactive visual representation, pinpointing exact locations of nuclear detonations using longitude and latitude data.
- Crafted dynamic animations of bomb detonations and their impact zones using Timer and meticulous calculations, enriching the app's educational value.