Jocelyn **Dzuong**, MSCS

Machine Learning, Enterprise Architecture, Full Stack Software, Computer Graphics

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⌖ Miami, FL

Education

Master of Science (M.S.), Computer Science, Florida International University 2025

Bachelor of Arts (B.A.), English w/ Minor in Computer Science, University of Florida 2023

Skills

Programming Languages: C/C++, Python, JavaScript, PHP, SQL, HTML, CSS

Frameworks: PyTorch, OpenGL, Node.js, MySQL, React, React Native, TypeScript

Tools: Git, Docker, Visual Studio, Bash, Figma, Jupyter Notebook, Google Colab

Experience

Graduate ML Research Assistant, Florida International University, Miami, FL   2024–Present
Lead a team of 5 individuals in the development of a research project aimed at benchmarking copyright violations within large language models (LLMs). Conduct in-depth research on convolutional neural networks (CNNs), alongside implementing complex algorithms and methodologies from peer-reviewed research papers into practical implementations using Jupyter Notebooks and Google Colab. Leverage a robust understanding of machine learning principles to contribute to the publication of papers and surveys covering various topics in machine learning and generative AI.

React Native Developer, Develop for Good, Remote, US   2023–2024
Developed community tabs page for a mobile app using React Native, allowing seamless communication among parents of children with cancer. Reduced deployment time by 40% through efficient CI/CD pipeline configuration in GitHub Actions, leading to faster feature delivery and improved user satisfaction. Established backend infrastructure and database using Firebase, ensuring secure data storage and efficient retrieval of information.

Front-End Web Developer, University of Florida, Gainesville, FL   2021-2023
Designed user interfaces and templates in JavaScript to streamline the online experience for UF mental health services, improving ease of access for students and faculty. Refactored HTML and CSS styling to combat accessibility issues, achieving a 100% ADA compliance score. Conducted thorough accessibility audits for over 40 department websites to boost site performance and user engagement as measured by SiteImprove analytics. Developed user−centric plugins in PHP, ensuring responsive design continuity and cross−platform compatability

Software Engineer Intern, Infotech, Gainesville, FL   2020
Partnered with a senior software engineer to implement a Linux operating system in Docker. Programmed over 50 bash scripts to compile system packages which optimized build and compilation time. Identified and patched critical security issues to prevent threats such as buffer overflows and command injections. Contributed to software evaluation processes, recommending optimal application packages and following agile development principles to maintain system integrity.

Projects

PolyPaint, github.com/Noodulz/PolyPaint   2024
A simple convex polygon shader using OpenGL2, GLUT, and ImGui.

RoomConnect, github.com/Noodulz/roomconnect   2023
A web app that allows users to connect and chat with potential roommates in Miami. Written in TypeScript and Go.

timmyTTS, github.com/Noodulz/timmyTTS   2020
A TTS and translation Discord bot that can request and send mp3 files of speech synthesis in multiple languages as well as detect languages and translate text. Written in Python.