# **BEN PHAM**

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#### **OBJECTIVE**

Computer science student seeking to enhance programming skills and experience through software-related internships or job experiences.

#### **EDUCATION**

Bachelor of Computer Science, B.S. University of California, Irvine (3.96 GPA)

Expected 2025

Relevant Coursework:

- Data Structures (C++)
- Design/Analysis of algorithms

- Intermediate Programming (Python)
- Data Management (mySQL)

#### **SKILLS**

Technical Skills Soft Skills Python, C++, SQLite, Git, Github, HTML, CSS, TailwindCSS, Next.js, React, Node.js Problem solving, Critical thinking, Communication, Teamwork

### **PROJECTS**

B-Ball Bot Jan 2022 - Present

- Created a Discord bot that allows for quickly accessing visually appealing basketball statistics in Discord servers by utilizing Python and Discord's API and Developer Portal.
- Designed and utilized an SQLite database of 100,000 entries that contained data on basketball statistics and connected it to the bot using the python sqlite3 library.
- Used the web scraping tool beautiful soup to extract real-time data from basketballreference.com, allowing for updated and accurate information.

Github Link: github.com/PhamjaminBen/BballBot

## UCI ICS Search Engine

Sep 2022 - Dec 2022

- Developed a search engine for the UCI ICS subdomain in Python from the ground up that is capable of handling tens of thousands of ICS Web pages, under harsh operational constraints and having a query response time under 300ms.
- Indexed raw HTML content from a crawl of 20,000+ websites from the UCI ICS subdomain, allowing for increased speed of data access.
- Implemented ranking methods such as PageRank and tf-idf scoring to deliver accurate query results.

Github Link: github.com/PhamjaminBen/BP-CZ-ICS-Search-Engine

#### AI Sudoku Solver

Jan 2022 - Mar 2022

- Created a Python backtracking search algorithm that is capable of solving Sudoku boards of variable sizes.
- Implemented many search heuristics, such as Norvig constraint checking and minimum remaining values in order to minimize time needed to solve each puzzle

Github Link: github.com/PhamjaminBen/AI-Sudoku-Solver