## Tu Ha

TuNhatHa01@gmail.com | 267-370-6460 www.linkedin.com/in/tunhatha | https://github.com/SlowMiata

#### **EDUCATION**

**Temple University** 

Philadelphia, PA

**Bachelor of Science, Computer Science** 

August 2020 - May 2024

Computer Security and Digital Forensics Certificate

**GPA:** 3.8

Affiliations: Member - Association for Computing Machinery, Member - Asian Student Association

Awards: PA Media and Design Competition 2018 Programming section – 1st place

Technical Coursework: Systems Programing and Operating Systems, Data Structures, Computer Systems and

Low-Level Programming, Computational Probability and Statistics, Calculus II, Discrete Math II

### **TECHNICAL SKILLS**

• Programming Languages: Python, C, Java

Operating Systems: Linux

• Software/Frameworks: Visual Studio, PuTTY, CLion, IntelliJ

# **TECHNICAL EXPERIENCES**

#### **Lancaster-Lebanon IU13**

Lancaster -PA

Network Engineer Internship

June 2019 – August 2019

- Shadow network engineers around different schools
- Assisted setting up computer networks with senior engineers
- Constructed switches and set up internet for schools within region

# **ACADEMIC PROJECTS**

Pong 2
CIS 1051 Introduction to Python

January 2019

- Recreated Pong in Unity with more features
  - Treerested Forigin Only with more realares
  - Utilized VCS like GitHub to track software changes and development
  - Applied object-oriented programming design to project system
  - Combined Unity UI for game development with C# backend

## Cheater's Hangman

January 2022

CIS 2168 Data Structures

- Implemented text-based hangman game that becomes unwinnable based on user input
- Developed game based on hash maps and set data structures to create maps to words with guessed letters
- Processed and parsed raw text to be inserted into hash map for game functionality