

# Thinh Le

647-913-7368 | [thinhlleminh201@gmail.com](mailto:thinhlleminh201@gmail.com) | [LinkedIn](#) | [GitHub](#)

## Technical Skills

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**Languages:** Python, C++, Java, HTML/CSS/JavaScript, Dart, SQL, UML, LaTeX  
**Frameworks:** Vue.js, Node.js, Flutter, JavaFX, JUnit  
**Libraries:** NumPy, SciPy, pandas, Matplotlib, Bootstrap, jQuery, D3.js  
**Databases:** PostgreSQL, MongoDB, Firebase, MySQL  
**Developer Tools:** GitHub, VS Code, IntelliJ, Jupyter Notebook, Postman, Tableau, MS Office

## Education

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**Ontario Tech University (UOIT) | CGPA: 4.03/4.3** Oshawa, ON, CA  
*BSc in Computer Science, Specialize in Data Science, Minor in Mathematics* Aug. 2019 – May 2024  
**Coursework:** Web Application Development, Mobile Devices, Software Quality Assurance, Data Analysis  
Big Data Analytics, Database Systems & Concepts, Information Visualization, System Programming

## Experience

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**Cashier/Barista/Food Prep** Sep. 2020 – Present  
*CoCo Fresh Tea & Juice* Toronto, ON, CA

- Communicated with customers to meet their needs
- Collaborated and managed staff, trained new employees
- Managed and updated inventory

**Participant** Apr. 2018 – Sep. 2018  
*World Robot Olympiad* Ho Chi Minh City, VN

- Designed and programmed Lego Mindstorms robots to efficiently and precisely handling tasks
- Collaborated with other team members to construct the best design and strategy for the competition

## Projects

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**File Manager Automator** | *Python* | [GitHub](#) Jun. 2022 – Jul. 2022

- Developed a file manager automator using Python that can manage files into categories
- Implemented a feature to automatically move files into categorized folders based on file extension

**Payment Prediction Algorithm** | *Python, pandas, NumPy* | [GitHub](#) Mar. 2022 – Apr. 2022

- Helped recognizing if a person who makes an order is a customer who will eventually pay the goods
- Cleaned a dataset of 30000 online purchase orders with 45 attributes to build a prediction model
- Built a classification model using train-test validation split with Perceptron algorithm

**Sudoku Game** | *HTML, CSS, JavaScript, Bootstrap* | [GitHub](#) | [Sudoku](#) Jan. 2022 – Feb. 2022

- Designed a basic web-based Sudoku game and recording players solving time
- Implemented a algorithm to generate and dynamically build random Sudoku starting board

**Student Utility Tool** | *Dart, Flutter, Firebase* | [GitHub](#) Sep. 2021 – Dec. 2021

- Developed a mobile application with Flutter, using Firebase as a back-end database
- Implemented several features for students to manage their academic life

**File Sharing System** | *Java, JavaFX* | [GitHub](#) Mar. 2021 – Apr. 2021

- Developed an application to seamlessly transfer files between different computers
- Created a multi-threaded server to handle multiple clients through socket connections