

Thomas Nguyen

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CAREER OBJECTIVE

Aspiring Software Engineer with academic knowledge and project experience, skilled in problem-solving, adaptability, and attention to detail, eager to deliver innovative and impactful software solutions.

EDUCATION

California State University, Long Beach

August 2022 – December 2024

B.S. Computer Science

Long Beach, California

- GPA: 4.0 | Research published in IEEE conferences | 2nd Place, 36th Annual CSULB Student Research Competition.
- **Notable Courses:** Artificial Intelligence, Databases, Algorithms and Data Structures, Software Development.

WORK EXPERIENCE

Archi Studies

October 2024 – Present

Software Developer Intern

Long Beach, California

- Engineered a responsive front-end using React, JavaScript and CSS for seamless cross-device user experience.
- Designed dynamic interfaces with interactive components and animations to enhance engagement.
- Collaborated with the team to ensure seamless integration and functionality across all platform components.

Cal State University Long Beach

November 2023 – Present

Teaching Assistant

Long Beach, California

- Conduct lab sessions to demonstrate the use of Vivado Tool for RTL design and HDL analysis.
- Guide students through lab assignments during office hours and one-on-one sessions.
- Grade and proctor exams, collaborating with faculty to develop course and lab materials.

Office of Research Development at CSULB

November 2023 – September 2024

Research Assistant

Long Beach, California

- Achieved a 98% accuracy rate in detecting Hardware Trojan attacks by developing and deploying machine learning models for side-channel analysis.
- Conducted an analysis of Large Language Models (LLMs), including ChatGPT and Google Gemini, for applications in Computer Science and Cybersecurity education, resulting in publications at two IEEE conferences.
- Supported ongoing research projects by conducting data collection, analysis, and software development.

PROJECTS

Wraith Encrypted Communication Web App

February 2024 – Present

- Develop cross-platform front-end applications with React and integrated backend services using GoLang.
- Designed an SQL database schema and implemented it with PostgreSQL for fast information retrieval.
- Design and document key features, outline important use cases, diagrams and create mock design for application.

Dining Hall Menu Web App

November 2024

- Designed a responsive web app with Next.js, TypeScript, and Tailwind to improve dining menu accessibility for students.
- Developed a serverless backend using FastAPI and PostgreSQL, integrating Supabase for database management.
- Deployed on cloud-based SaaS platforms Vercel and Supabase for scalability and seamless user experience.

Web crawling and Pagerank algorithm implementation

November 2023

- Developed a Python program to crawl web pages efficiently, generate directed graphs, and analyze page connections.
- Applied Google's PageRank algorithm to evaluate web pages based on link structures.

BlockChain Project with Professor Penn Wu at Cypress College

August 2022

- Designed a simple blockchain model in Java and Python with hash function SHA-256 for cryptographic security.

SKILLS

Programming & Web Development: Python, C++, JavaScript, GoLang, TypeScript | Node.js, Next.js, React, Tailwind, CSS.

Machine Learning/AI: TensorFlow, Keras, NumPy, Pytorch, Scikit-learn.

Database & Analysis: PostgreSQL, MongoDB, Redis | Pandas, Matplotlib, Networkx.

Tools & Technologies: Git & GitHub, Docker, Google Cloud, Jira, AI Tools (ChatGPT, Claudia).

Soft Skills: Highly adaptable, detail-oriented, quick learner, excellent communication, and interpersonal abilities.