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Vinh Nguyen

SUMMARY

Computer Science student learning software development, machine learning and game development. Committed to building real world projects, eager to bring technical skills to professional settings

TECHNICAL SKILLS

Programming Language: C++, Java, Python, JavaScript, SQL

WEB: HTML5, CSS3

Machine Learning: XGBoost, Data Analysis, Pandas, Scikit-learn

Tools & Platforms: Git, SQLite, Microsoft Office, Excel, Eclipse

Soft Skills: Problem Solving, Teamwork, Communication, Adaptability

PROJECTS

TomaTrial

- A simple 2D game build in Java from scratch
- Implemented game mechanic, entities behavior, tiles collision
- Technologies used: Java, Eclipse, Object-Oriented Programming

Titanic Survival Prediction

- Predictive model using XGBoost to determine passenger survival rates
- Processed and analyzed data using pandas and scikit-learn
- Technologies used: Machine Learning, Python, Pandas, NumPy, Scikit-learn

Personal Portfolio Website

- A simple website to showcase my projects and about me
- Technologies used: sublime text, HTML5, CSS3, Javascript

A.I Chatbot Model (needed further fine-tuning)

- A trained conversational AI model using deep learning
- Technologies used: Hugging Face, Deeplearn, Python

Multi Client Chat Server

- A real-time network chat application that supports multiple client at the same time
- Technologies used: C++, Microsoft Visual Studio

EDUCATION

Lone Star College, Cy Fair — *Associate Degree Computer Science*

August 2022 – PRESENT