

YANG TUÂN ANH

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EDUCATION

VNUHCM-University of Science, Ho Chi Minh City, VN

Oct 2021 – May 2026

Bachelors of Science – Advanced Program in Computer Science

GPA: 3.75 (Major: 3.9)

Relevant courses: Object-oriented Programming, Data Structures & Algorithms, Computer Systems Programming, Calculus, Linear Algebra, Discrete Structures, General Physics, Communications Management, Scientific Method

Selected awards: Freshman Scholarship for distinctive performance (Trimester 3) (Jan 2023)

VNU-HCM Student of 5 Merits Award (VNU-HCM Communist Youth Union, Dec 2022)

Consolation prize, Infographic for Legal Regulations (Dpt. Inspection & Legislation, Nov 2022)

First place, Engaholic – Academic English Competition (BEE Club, May 2022)

Third place, Coding Challenge 2022 (Student Union of IT Faculty, Mar 2022)

Kyoto Institute of Technology, Kyoto, Japan

Jan – Feb 2023

Faculty of Information and Human Sciences | KIT - Japan Online Spring School 2023

Relevant coursework: Deep Insight in Industrial IoT (IIoT)

Honors: 1 of 5 HCMUS representatives for the student exchange among South East Asian countries to attend KIT's studies related to information technology, understanding intercultural differences and strengthening ties between HCMUS and KIT.

VNU-HCM High School for the Gifted, Ho Chi Minh City, VN

Aug 2014 – May 2018

2018 – 2021

SKILLS

Programming Languages: C/C++, Python, Dart, HTML, CSS, JavaScript, TypeScript, LaTeX, Markdown

Frameworks/Tools: TailwindCSS, NextJS, ExpressJS, Firebase, MongoDB, Tensorflow, Keras, Flutter, Figma, Adobe Suite

Languages: English (fluent, 7.5 IELTS), Vietnamese (native speaker), Chinese (beginner)

EXPERIENCE

LEAN Platform | Software Engineer

Jun 2022 - Ongoing

- Engineered alongside an MVP for LEAN Platform – an early-stage Edutech startup, organized by Vietnamese students from the University of Hong Kong
- Assisted in data collecting and sampling for the webapp's machine Learning model – Study drowsiness detection
- Learned and utilized NextJS, TailwindCSS, Mobx to build study streaming tools for Lean Platform webapp

STEAM for Vietnam | Teaching Assistant

Feb 2022 – Ongoing

- Managed interns for STEAM For Vietnam's Summer Internship Program – a 2-month program on technological soft skills, insights into the tech industry and developing projects in groups, which sets opportunities for professional growth
- Generated and initiated ideas for future class curriculums, on Basic CS in Python, and Game Development on Pygame
- Operated technical sites for live classes, ensuring a smooth and effective experience for students and instructors

Tiki Company Limited | Software Engineering Intern

Jul 2022 – Sep 2022

- Developed demo applications for various components as demonstration for Tini App – a JS Framework by Tiki
 - Collaborated in a cross-functional team of 6 engineers to develop software for third-party investors
 - Learned and utilized React, NextJS, Typescript and NodeJS to contribute development in Tini App
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PROJECTS

EverLast – Front-end Developer

Jul 2022

- Third place submission for International University's IT Hackathon, hosted by GDSC HCM-IU – a web app that aids the chronically ill with end-of-life logistics and acts as a digital memorial for loved ones to add onto
- Developed a demo interface for how a user dashboard would behave in EverLast
- Utilized NextJS, TailwindCSS and TypeScript in project development, with GitHub for project management

Trassify - Mobile Developer

Nov 2022

- Third place submission to VNUHCM University of Information Technology's Game UIT Hackathon, hosted by the Software Engineering faculty - a recyclable trash detection app, with monetized incentives to encourage recycling.
- Modified a pre-trained VGG-16 model to classify recyclable trash types, and developed a functional user interface and execute trash classification via phone camera.
- Utilized Flutter and Tensorflow Lite in project development, with Github for project management.

Course Management System – C++ Developer

Feb - Apr 2022

- Developed a Course Management System using Raylib and C++, receiving 95% grading for every project member

- Developed login and profile view functions, file drag-and-drop, course/class editing from a staff account, largely contributing to the final project's progress
- Cooperated with a team of 4, and managed the progress through GitHub, Google Sheets, and weekly meetings

PUBLICATIONS & APPEARANCES

- “Gamified solution to enhance students' interest in History - Immersion Learning and Gamification”, International Science Student Forum, Best Paper Award (Nov 2022)
- Speaker: “Diamond Time Seminar 19 – Productivity & Organization”, Telea Networking (May 2022)

AWARDS

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| • Scholarship – Global Developer Scholarship, MindX & Code for Vietnam Grant | Jan 2023 |
| • Best Paper - International Student Science Forum, HCMC – Student Conference | Nov 2022 |
| • Silver medal – International Youth Maths Challenge – Mathematics Olympiad | Dec 2022 |
| • Third place – Game UIT Hackathon, SWE Faculty, VNUHCM UIT - Hackathon | Nov 2022 |
| • Third place – IU Hackathon, GDSC HCMIU – Hackathon | Jul 2022 |
| • Third place – Ho Chi Minh City Olympiad in Informatics – Informatics Olympiad | May 2018 |

LEADERSHIP & ACTIVITIES

VNUHCM-University of Science | Ho Chi Minh City, VN

Oct 2021 – Ongoing

- **SAB Academy** – Development Team Leader
 - Project CS101 – a collaborated effort between SAB in HCMUS and HCMUS' Google Developer Student Club to create a website on providing students with additional soft skills in Computer Science
 - UI/UX Designer for CS101's Website (<https://gdscxsab.github.io/CS101/index.html>)
 - English Translator and Graphic Designer for CS101's social media content
 - LET'S RICE - A volunteering event for the purpose of contributing rice to hungry people around the world indirectly through the FreeRice website/app
 - Member of Graphic Design team for LET'S RICE's promotional work
 - After 1 month of operation, with over 3000 reaches, 2000 interactions and 400 participants, SAB in HCMUS has contributed to 1300kg of rice, becoming the 5th biggest contributor on the platform
- **Design ITUS** | Graphic Design Member
 - Academic Club of Design, Faculty of IT, VNU-HCM University of Science
- **Google Developer Student Club – HCMUS** | Backend Specialist
- **Mùa Hè Xanh campaign** | Ong Nghiên Cứu team – IT-Electronics subteam
 - Creating and developing projects and lectures about Computer Science related topics to students around Ho Chi Minh City

VNU-HCM High School for the Gifted | Ho Chi Minh City, VN

2020 – Ongoing

- **Nang Khieu STEAM Club** - Technical department member
 - Translator of NKSC's Arduino Handbook English Version
 - Version control for Arduino Handbook's source code via GitHub and TinkerCAD – Arduino Handbook Docs (<https://github.com/ArduinoHandbookDocs/Arduino-Handbook-Docs>)
- **Hoa Phụng Đỗ campaign** - volunteer of the Ong Sáng Tạo division - led by VNU-HCM High School for the Gifted's executive committee, creating practical learning content on STEM for children.
- **PTNK Internship Initiative** - Assistant @ HCMUS Robotics & IoT Lab - selected and approved 8 students of VNU-HCM High school for the Gifted for an internship at the HCMUS Robotics & IoT Lab, assisted interns on technical elements of the internship projects

Hanoi Math Modelling Competition | Research Department

May 2022 – Ongoing

- A national-scale project on research and development of mathematical applications for high school students, including competitions and lectures, running since 2015 and with 11.000 followers on Facebook
- Involving group members in problem-solving for TMH's 2022 competition solution deck

CERTIFICATIONS

- Scientific Research Methodology, certified by the Department of Information and Communications of Ho Chi Minh City (May 2022 – Aug 2022)
- Basic and Advanced training on Artificial Intelligence, certified by the Department of Information and Communications of Ho Chi Minh City (Oct 2021 – Feb 2022)