

YANG TUẤN 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

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 Social, an early-stage Edutech startup, organized by Asian university students
- 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

PROJECTS

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 mangement.

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

- "Gamified solution to enhance students' interest in History - Immersion Learning and Gamification", International Science Student Forum, Best Paper Award (Nov 2022)

AWARDS

- Scholarship – Global Developer Scholarship, MindX & Code for Vietnam Grant **Jan 2023**
- 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
- Google Developer Student Club – HCMUS** | Backend Specialist