

# YANG TUÂN ANH

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## EDUCATION

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

**Oct 2021 – May 2025**

Bachelors of Science – Advanced Program in Computer Science

GPA: 3.82 (Major: 3.93)

*Relevant courses:* OOP, DSA, Computer Systems, Database Systems, Software Engineering, Multivariable Calculus, Linear Algebra, Statistics, Discrete Structures, General Physics, Comms. Management, Scientific Method

**National University of Singapore**, Singapore

**Aug – Dec 2023**

Non-graduation, School of Computing

*Relevant courses:* Theory of Computation, Computer Vision, Design & Analysis of Algorithms, Intro to Info Security

Honors: Top 10 Southeast Asian candidates for the NUS ASEAN Master's Scholarship

## SKILLS

Programming Languages: C/C++, Python, Java, SQL, Dart, JavaScript, TypeScript, LaTeX, Markdown

Frameworks/Tools: TailwindCSS, NextJS, Express, Flask, Django, PostgreSQL, S3, Firebase, MongoDB, Redis, Tensorflow, Pytorch, Keras, Flutter, Android Studio, Jetpack Compose, Docker, AWS

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

## EXPERIENCE

**Autonomous Inc** | Software Engineering Intern

**Jun – Jul 2023**

- Researched generative algorithms such as Perlin noise, cellular automatas, fractals and computational geometry
- Worked on a generative art collection on terrain map generation, as part of contribution towards <https://generative.xyz/>
- Learned and utilized P5.js and WebGL to build and design generative art models

**LEAN Social** | Software Engineer

**Jun 2022 – Mar 2023**

- Setting the foundation for product launch, creating direct study engagement for more than 10,000 youths ([Link](#))
- 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 and controls for Lean Social webapp

**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

**FoodFeed - Backend Developer**

**Sep 2023 - Ongoing**

- An Android app that can help people share food locations and help them make reasonable decisions for their eating.
- Designed API endpoints using Django, PostgreSQL, S3 and Redis on social media features such as user authentication and post CRUD, query and manipulating food and shop data based on fuzzy matching algorithms and geolocation.
- Deployed a CI/CD Pipeline with AWS EC2 and Docker containerization, ensuring production-ready stability.

**MyThorch – Fullstack Web Developer**

**Mar 2023**

- A document interaction app that leverages user behavior with constant data collection for a personalized experience.
- Used React, Flask, and GPT-3 generates personalized documents based on user focus, while Redis stores previous interactions to reduce token input.

## PUBLICATIONS & APPEARANCES

- “Deep Learning Hierarchical Methods for Insect Pest Recognition on Plants”, SoICT (Oct 2023)
- “Sketch-based 3D Animal Fine-Grained Retrieval (SketchANIMAR)”, Computers & Graphics (Jul 2023) ([Link](#))
- “Text-based 3D Animal Fine-Grained Retrieval (TextANIMAR)”, Computers & Graphics (Jul 2023) ([Link](#))
- “Gamified solution to enhance students' interest in History - Immersion Learning and Gamification”, International Science Student Forum, Best Paper Award (Nov 2022)

## AWARDS

- Top 4 Finalist – OpenAI Stack Hackathon - Hackathon **Mar 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

**STEAM for Vietnam** | Teaching Assistant (CS Intro in Python, Game Dev. in Pygame)

**Feb 2022 – Ongoing**