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: 3.82 (Major: 3.93)
Relevant courses: OOP, Data Structures & Algorithms, Computer Systems Programming, Calculus, Linear Algebra, Statistics, Discrete Structures, Logical Structures, General Physics, Communications Management, Scientific Method

SKILLS

Programming Languages: C/C++, Python, Dart, JavaScript, TypeScript, LaTeX, Markdown
Frameworks/Tools: TailwindCSS, NextJS, ExpressJS, MongoDB, Redis, Tensorflow, Pytorch, Flutter, Figma, Adobe Suite
Languages: English (fluent, 7.5 IELTS), Vietnamese (native speaker), Chinese (beginner)

EXPERIENCE

LEAN Social | Software Engineer   **Jun 2022 - Ongoing**
- 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

STEAM for Vietnam | Teaching Assistant   **Feb 2022 – Ongoing**
- Managed interns for a 2-month program on technological soft skills, 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

MyThorch – Fullstack Web Developer   **Mar 2023**
- Top 8 Finalist submission to the OpenAI Stack Hackathon - a document interaction app that leverages user behavior. Constant data collection helps to adapt to the user's needs for a personalized experience.
- Used React for the frontend and Flask for the backend, GPT-3 generates personalized documents based on user focus, while Redis stores previous interactions to reduce token input.

Trassify - Mobile Developer   **Nov 2022**
- Third place submission to the Game UIT Hackathon - a recyclable trash detection app
- Modified a pre-trained VGG-16 model to classify trash types, developed a functional user interface with Flutter and TensorflowLite and execute trash classification via phone camera, with monetized incentives to encourage recycling

PUBLICATIONS & APPEARANCES

- "Sketch-based 3D Animal Fine-Grained Retrieval (SketchANIMAR)", Computers & Graphics, under review (Link)
- "Text-based 3D Animal Fine-Grained Retrieval (TextANIMAR)", Computers & Graphics, under review (Link)
- "Unraveling Wordle: Time Series Prediction and Difficulty Clustering using ARIMA and Kmeans", Book Project on Mathematical Modelling for Engineering and Physical Applications – Taylor & Francis (CRC Press), under review
- "Gamified solution to enhance students' interest in History - Immersion Learning and Gamification", International Science Student Forum, Best Paper Award (Nov 2022)

AWARDS

- Top 8 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