Son Vu

Hillsboro, OR

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Education

Portland State University *Portland, OR*

M.S. in Computer Science, GPA: 3.9 *Expected: 2021*

- Focus in Artificial Intelligence & Machine Learning
- Courses: Deep Learning 1, Deep Learning 2, Natural Language Processing, Artificial Intelligence, Machine Learning

Portland State University *Portland, OR*

Post-Bac in Computer Science, GPA: 3.8 *2017-2019*

- Courses: Data Structures, Programming Systems, Algorithms Design and Analysis, Programming Languages, Operating Systems

University of Oregon *Eugene, OR*

B.S. in Biochemistry *2012-2016*

- Diversity Excellence Scholarship Recipient

Experience

Intel *Hillsboro, OR*

Graduate Software Engineering Intern *Jun. 2019 - PRESENT*

- Develop tutorials for DL Streamer to increase developer adoption and improve developer experience
- Conduct usability tests/evaluations, heuristic evaluations, competitive analysis, developer experience assessments on competitors' AI developer kits and on Intel's AI accelerators and AI software
- Provide developer experience improvement recommendations to product owners based on conducted evaluations and analysis
- Assess product documentation and tutorials to identify usability issues and ensure consistency across products

Portland State University *Portland, OR*

Computer Science Tutor *Apr. 2019 - Dec. 2019*

- Tutor lower division CS students in object-oriented programming, discrete structures, x86 assembly, and discrete math.
- Help students in debugging, trouble-shooting, and designing programming assignments in C, C++ and Java.

Skills

Proficient Programming Languages	Python, C/C++, Java
Intermediate Programming Languages	CUDA, JavaScript
Frameworks and Toolkits	PyTorch, Numpy, OpenVINO, DL Streamer, TensorFlow, Keras, Pandas
Familiar With	Source Control (git), VSCode, Linux/Windows, Agile, OOP, HTML, CSS, Sass, Bootstrap, LaTeX

Projects

Feed Forward Neural Network *2020*

- Implemented a three layer network in Python to recognize hand written digits from scratch to improve understanding of this network
- Implemented the network in C++ and CUDA from scratch to compare CPU vs. GPU training speeds
- CUDA implementation improved training speeds up to 10 times faster, depending on patch size

SFTP Client Application *2019*

- Utilized Agile methodology, Git, and Python 3 in a team of 6 to develop a command line interface SFTP client.

xV6 Operation System *2019*

- Improved OS scheduling by converting from Round Robin to Multi-level Feedback Queue scheduling.
- Improved process management of the OS scheduler by separating the processes by its process state.
- Implemented additional system calls and console control sequences.

Convex Hull *2018*

- Successfully proved Quick-hull is more time efficient than Brute Force through interpreting and analyzing data sets.
- Utilized JavaScript, Jest testing framework, and Atom IDE for development.