

Quoc Truong

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EDUCATION

B.S. Computer Science

Graduation Date: May 2024

GPA: 4.0

California State University, Fullerton

SKILLS

Languages: Python, TypeScript, JavaScript/HTML/CSS, SQL, Swift

Frontend / Mobile: Next.js, React, Svelte, React Native

Backend: Express.js, Flask, MongoDB, MySQL, Node.js

Other: Git, AWS, VIM, Pandas, Jupyter Notebook

WORK EXPERIENCE

ASSOCIATION FOR COMPUTING MACHINERY CSUF | Project Manager

Jun 2022 – Present

- Conducted educational sessions such as Intro to Web Dev, Intro to Github, Working with APIs for more than 50 beginner developers weekly as a subject matter expert (SME)
- Managed semester-long projects and provided technical guidance to help members complete their projects including Svelte Portfolio Website, Canvas Notion Integration for ECS Showcase 2022 event

CALIFORNIA STATE UNIVERSITY, FULLERTON | Data Science Research Assistant

May 2022 – July 2022

- Researched about Data Science concepts such as data visualization, data analysis and Machine Learning concepts such as Linear Regression, K-Means Clustering,... under the guidance of Dr.Doina Bein
- Developed a Spotify Songs Recommendation System with K-Means and content-based filtering with optimal number of clusters through Elbow Method, Silhouette Number enhancing result outcome by 50%

TITAN RADIO | Web Developer | Fullerton, CA

Jan 2022 – May 2022

- Maintained website for CSUF radio station serves 35000 students per semester with HTML, CSS, JavaScript, PHP, Wordpress
- Constructing a React Native mobile app for radio streaming and DJ's show schedule with Typescript
- Mentored web design intern through Notion applying Scrum best practices to design website graphics, enhancing efficiency by 60

BIRDY LABS | Software Engineer Intern | Philadelphia

Nov 2021 – Jan 2022

- Experimented with latest front-end technologies (Next.js, Redux, Tailwind CSS) as a part of implementation of high-volume appointment booking web app with more than 1000 weekly users
- Constructed new and customisation of time-picker and appointment schedule, resulting in consistent deployment of 4 major products updates and boosted user engagements by 40%

PROJECTS

GAMEBOY SIMULATOR | A desktop application to simulate gameboy image style

Sep 2022

- Implemented PyQt, openCV to create a Computer Vision desktop application for image and webcam processing
- Led a team of 3 developers to work on the application, created CI/CD workflow using Github Actions, managed issues using Github Issues which improve productivity and consistency in the production branch by 60%

SPOTIFY RECOMMENDATION SYSTEM | Machine Learning model suggests Spotify song playlist

May 2022

- Analyzed Spotify songs such as songs trend, song features correlation from 2017 to 2022 using Pandas, Matplotlib, Seaborn
- Implemented Spotipy to retrieve data from Spotify API and create desirable custom datasets including 300 hot songs from 2017-2022
- Implemented content-based filtering and One-Hot Encoding to determine user's top genre from personal playlist to create recommendation table with 50% more optimal cluster with Elbow Method, Silhouette Score

TUFFY FOOD | An IOS app for finding food places at CSUF

March 2022

- Led a team of three students to devise a food review mobile app with Swift Storyboard, Cocoa Touch, and Firebase as database for more than 100 food places information, allowing us to scale to 300 user target
- Accomplished features such as user authentication with Firebase Authentication, display food places, submit reviews through Firebase API and Swift Storyboard Table View

REDDAT | A full-stack social media web app

Dec 2021

- Launched a full-stack social media mobile web app similar to Reddit, reaching 2000+ users during beta launch
- Built API endpoints with authentication using JWT authentication, Express, Node.js, MongoDB applying MVC pattern
- Developed web app user interface with React, Redux Toolkit, and built chat room features with Socket.io increases user traffics by 60%