Anh Nguyen Phung

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EDUCATION

The University of Arizona   **Tucson, AZ**
BS in Computer Science, Maths, Statistics and Data Science | GPA: 4.0/4.0   *Expected Graduation: May 2023*

- Dean's List with Distinction, Academic Year Highest Academic Distinction.
- Relevant Coursework: Data Structures and Algorithms, Cloud Computing, Software Development, Object-Oriented Design, Computer Organization, System Programming, Cryptography, Linear Algebra.

TECHNICAL SKILLS

- Tools/Frameworks: Git, AWS, MongoDB, Django, Bootstrap, REST.
- Languages: Python, Java.
- Familiar With: SQL, C/C++, Haskell, R, HTML/CSS, JavaScript, Scala, Assembly, Ruby, Prolog, Bash.

EXPERIENCES

Facebook   **Remote, U.S.**
Data Challenge Finalist (Python, SQL, Jupyter Notebook)   *Apr 2021 – Aug 2021*

- Explored the dataset of over 7000 Netflix movies and TV shows on Kaggle to build a hypothetical streaming service called ZuckFlix.
- Analyzed the trends of how the content added by Netflix each year has changed throughout time to make a recommendation for what types of content should be added on the streaming platform.
- Participated in SQL training sessions for finalists.

Department of Computer Science at The University of Arizona   **Tucson, AZ**
Undergraduate Teaching Assistant (Python, Java)   *Aug 2020 – Present*

- Attend lectures, assist students with their works during office hours, and grade their assignments.

Masel Lab - Department of Ecology and Evolutionary Biology   **Tucson, AZ**
Data Science Researcher (Python, SQL, Jupyter Notebook)   *May 2020 – May 2021*

- Interpreted biological data using Python to research the nature of early proteins from long-term trends in their subsequent evolutions by inferring separate substitution matrices for different kinds of sequence.
- Built the pipeline of processing over 3000 multiple sequence alignments using RAxML, Notung, and TreeFix to produce reconciled rooted domain trees with branch lengths.

Toppy Education   **Hanoi, Vietnam**
Web Development Intern (JavaScript, HTML/CSS, Bootstrap)   *May 2019 – Jul 2019*

- Worked with the web development team to develop a website for an ed-tech startup.
- Performed black-box testing to fix bugs that occurred in the process of building the website.

PROJECTS

Simple Blog Page (Python, HTML/CSS, JavaScript, Bootstrap, Django)   ***GitHub Link***

- Built a simple blog web page using the Django framework in Python.

League of Legends Gold Analysis (Python, Jupyter Notebook)   ***GitHub Link***

- Analyzed the average amount of gold gained per game by a random champion based on the data from OP.GG by using the multiple linear regression model.

Finding Nearest Restrooms App (Java, Google Map API, Android Studio)   ***GitHub Link***

- Implemented an Android application that finds the nearest restrooms based on the user's current location in a hackathon.
- Won the Best Beginner Hack prize.