

Anh Nguyen Phung

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EDUCATION

The University of Arizona

Tucson, AZ

BS in Computer Science and Mathematics 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, Cryptography, Linear Algebra.

TECHNICAL SKILLS

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

EXPERIENCES

Facebook

Remote, U.S.

Data Challenge Finalist (Python, SQL, Jupyter Notebook)

Apr 2021 - Present

- Explore the dataset of over 7000 Netflix movies and TV shows on Kaggle to build a hypothetical streaming service called ZuckFlix.
- Analyze 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.
- Participate 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 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.