

BUI PHUONG NAM

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EDUCATION

National University of Singapore

8/2021 – Present

Bachelor of Engineering

- Major: Computer Engineering - Minor: Data Analytics
 - Expected graduation: 2025
- Modules: Data Structures & Algorithms, Object-Oriented Programming, Hardware Programming, Digital Design, Discrete Structures

SKILLS

- Programming Language:
 - Experienced: C, C++, Python, Java
 - Have used: JavaScript, HTML, Arduino, Verilog
- Spoken Language: Vietnamese (native), English (proficient)
- Technical skills:
 - Understand foundational Data Structures & Algorithms,
 - Hardware Design skills
 - Apply foundational knowledge in solving Data Analytics problem.
 - Understanding Machine Learning theoretical knowledge.
- Other skills: Problem solving, teamwork

EXPERIENCE

HADTech JSC, Machine Learning Intern

3/2021 – 6/2021

- Researching about Machine Learning, and conduct presentations on weekly seminars.
- Joining the project named "Edunet" to develop educational software and apps.

Dang Phong Trading and Technology JSC, Web Development Intern

7/2020 - 8/2020

- Learned and practiced web design, and used drag and drop builder theme.
- Experienced function demo and content update on the company's website.

Technological Application and Production One Member Limited Liability Company, Intern

5/2020- 6/2020

- Learned deep learning's definition, architectures, analyzing the application of machine learning in the app: "Foody".

PROJECTS

Arsdorint Chatbot (iP)

1/2023 – Present

- An adaptation of NUS Module CS2113 (Software Engineering & Object-Oriented Programming) chatbot Duke, to help user manage their tasks via several commands such as "list", "todo", "deadline", "event", etc.
- Programming in Java, applying OOP, and the product (for now) is .jar file.

Arsdorint Video Editor App

5/2020 - Present

- A future video editor app I am currently developing, with 4 main functions, “Cut”, “Split”, “Join”, and mixing “Audio”.
- Using ffmpeg as source code.

Alex To The Rescue (Group Project)

2/2022 – 4/2022

- My group project of the NUS Module CG2111A (Engineering Principles and Practice II), to build a robotic vehicle (Alex) for search and rescue operation purposes.
- Applying motors, embedded controllers via Raspberry Pi, power bank, chassis, and RP Lidar, along with color sensor via IR sensor, LED, bare-metal programming via Arduino.

The A-Maze-ing Race (Group Project)

10/2021 – 11/2021

- My group project of the NUS Module CG1111A (Engineering Principles and Practice I), building a self-driving robot vehicle (mBot) with turning function via light, sound detection to solve a maze.
- Building using IR sensors, LED, electrical circuit, power bank, PID (Proportional, Integral, Derivative) Controller available in the Arduino Library.

ADDITIONAL INFORMATION

Volunteer: Teaching English speaking skills for students in Ban Lien Primary and Secondary School, a school located in a remote area with lacks of transportation access and lots of people live in poverty (11/2020 to 4/2021)

Co-curriculum Activities:

- Current member of NUS Recreational Football Team from academic year 2021-2022.
- Current member of NUS Recreational Badminton Club from academic year 2021-2022.

