Github: https://github.com/buiducanh
Linkedin: https://linkedin.com/in/buiducanh

Anh D Bui

b.ducanh96@gmail.com
(617)-302-7125

Work Experience

- **Facebook** — Seattle, WA
  Software Engineer — Summer 2017, August 2018 - Present
  - Designed and implemented an end 2 end solution to manage regressions in Instagram webservers
  - Converted a fully manual process to a semi-automated one and saved 50% of engineers' time
  - Collaborated with Facebook's team to unify the regression management platform

- **Google** — Irvine, CA
  Software Engineer Intern — May 2016 – August 2016
  - Developed a feature in Google Analytics 360 Suite to customize the homepage for organizations which enhance resellers' flexibility in interfacing with their clients
  - Automated the 360 Suite's Angular 2 migration with scripts and cut engineering time by 30%
  - Ensured full test coverage of the application

Education

- **University of Massachusetts** — Amherst, MA
  B.S. in Computer Science — Sept. 2014 – Dec. 2017
  - GPA: 3.96 - Dean's List (All semesters)
  - Relevant coursework:

Information Systems – Cited for "near perfect" scores
Combinatorics & Graph Theory
Machine Learning – Cited for outstanding work
Introduction to Computation – Cited for 5th highest scores
Introduction to Algorithms
Artificial Intelligence – Cited for being 1st out of 96

Projects

- **Vehicle Sensor, Localization, Control** — USA
  Udacity Self-Driving Car Nanodegree — Summer 2018
  - Implemented Kalman Filters and Particle Filters to localize vehicles in a map using a fusion of Radar and Lidar data
  - Worked with PID and MPC controller to drive a car autonomously
  - Used Coordinate Descent algorithm to tune MPC controller

- **Vehicle Deep Learning** — USA
  Udacity Self-Driving Car Nanodegree — Spring 2018
  - Implemented different modules to predict lane lines, steering angles, traffic signs and vehicle bounding boxes
  - Analyzed and preprocessed raw image data with Computer Vision techniques before fitting various Deep Learning models
  - Tuned the pipeline end 2 end, incorporating different techniques like transfer learning and postprocessing false positives

- **Dota Winrate** — Amherst, MA
  CS589 Machine Learning — Spring 2017
  - Dota 2 is an online multiplayer game in which 2 teams draft different characters and battle each other
  - Crawled the public API and preprocessed match datas with the Producer & Consumer concurrency pattern
  - Predicted win loss based on team lineups at 80+% accuracy on the test set by engineering features with domain knowledge

- **Informant | 2nd place out of 50, silver MLH medal** — New York, NY
  HackNY — Fall 2015
  - Made a Chrome extension to provide contextual information to YouTube videos
  - Developed a Node.js server to process data and communicate with the extension
  - Leveraged Project Oxford to do facial recognition on celebrities

- **Prepper** — Amherst, MA
  CS326 Web Programming — Spring 2016
  - Used MongoDB, Node, and React to build a web platform for interview prep, in a team of 6
  - Integrated video call using WebRTC protocol
  - Independently developed Google Map markers, notifications, and chatrooms for Honors program

Skills

- **Proficient**: C++, Python, Javascript, Shell, Hack, React
- **Familiar**: Keras, OpenCV, Java, Tensorflow, Android, HTML, CSS