

# Tung Tran Duy Dao

Cincinnati, Ohio 45219

714-653-0092 • daot4@mail.uc.edu

▲ <https://www.linkedin.com/in/jay-dao-aa9b9a207/> ▲ <https://github.com/duytung13pro>

## EDUCATION

**University of Cincinnati**, College of Engineering and Applied Science

**Cincinnati, OH**

*Bachelor of science in Computer Science GPA: 3.5/4.0*

*Expected December 2024*

**Relevant Courses:** Information system and Security, Discrete Computational Structures, Software Engineering, Design and Analysis Algorithms, Operating Systems and Systems Programming, Network and Cloud Computing, Advance Python Programming

## EXPERIENCES & INVOLVEMENTS

**Leader Robotic Programming**

**Medford, OR**

*St. Mary's High School*

*May 2016-May 2018*

- Accumulated 800 hours of programming, testing, and debugging using Android Studio, IntelliJ, and Monkey Runner as well as building a custom robot after two years of leading Quasar 16433
- First Place in Alliance Captain, Design Award, Inspiring Award and Think Award (Robotic FTC Super Qualifier for Oregon Coast in 2017)
- First Place in FTC Oregon League Tournament 2018 for first place in Alliance Captain, Think Award, Connect Award, and Inspiring Award

**Teacher Assistant**

**Cincinnati, OH**

*UC – College of Engineering and Applied Science*

*January 2022- June 2022*

- Conducted office hours for resolving labs and problems for an average of 70 students on multiple subjects such as Physics, Computer Science, Calculus, etc
- Graded an average of 150 assignments every week from multiple classes with thorough descriptions, with the use of the “Measure of Software Similarity” system to detect cheat and plagiarism
- Participated as an advocate for UC’s engineering grading curriculum, constructing rubrics for different classes with proper evaluation by head professors

**Discovery Lab AI Training BootCamp**

**Cincinnati, OH**

*Discovery Lab*

*January 2024-May 2024*

- Led a team of six in designing , testing, and optimizing AI algorithms, resulting in a comprehensive 400-page documentation of the training process.
- Trained an AI model to play ping pong, inspired by the "Pong From Pixels" project, utilizing tools such as TensorFlow, Keras, and PyTorch for building and refining models, achieving high accuracy and efficiency.
- Conducted extensive model evaluation and performance monitoring, implementing advanced machine learning techniques and real-time monitoring scripts.

## PROJECTS

*May 2023-May 2024*

**Plant shopping website**

- Managed a team of five in developing a plant shopping website using HTML, CSS, React, and Python, addressing the demand for a user-friendly online platform for purchasing plants.
- Documented the entire project lifecycle, from requirement analysis to design, development, testing, and deployment, resulting in a detailed project charter, requirement analysis, and design document.
- Oversaw the implementation of features such as user authentication, product catalog, shopping cart, payment integration, and personalized recommendations, ensuring high-quality content and seamless user experience.

## SKILLS

**Languages:** Python, Java, JavaScript, C, C++, HTML/CSS.

**Tools/Packages/Framework:** Linux, Flask, Monkey Runner, Spring Boot, Data Brick

## AWARDS & HONOR

Outstanding Performance Scholarship, Living-learning Community Scholarship, Associate of Science – Information Systems Technology, UC Global Scholarship, UC Outreach Award

**AVAILABLE FOR CO-OP: FALL 2024**