

# Dylan Ton-That

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## EXPERIENCE

### **Undergraduate Research Scholar – NJIT**

May 2023 – Present

*Honors Summer Research Institute Grant Recipient*

- Developing an iterative machine learning algorithm to predict temperature profiles in a spatiotemporal additive manufacturing process at a currently 99.7% accuracy
- Working with PyTorch, Scikit-Learn, NumPy, and Pandas libraries in a Python Anaconda environment to process over 9 million data points

## PROJECTS

### **Online Piano • *pianoscape.pages.dev* [Bootstrap, JavaScript, HTML5, CSS3]**

April – June 2023

- Developed a web-based piano software granting users the ability to play keys at ease, with key label visibility toggling
- Implemented HTML markup and CSS styling to outline piano layout and JavaScript for playing notes when clicking, touching, or typing its respective keys
- Bootstrap framework and media queries implemented for responsiveness development, Pleaserotate.js library called for prompting landscape orientation

### **NBA Player Statistics Engine [Python, CustomTkinter, BeautifulSoup]**

May 2023

- Created desktop application deploying the Beautiful Soup package to data scrape NBA players' career per-game statistics
- Utilized PIL, Validators, and Requests Python libraries to save and read image data, as well as verify and open player links
- Accepted user inputs/displayed results on CustomTkinter desktop UI library interface

### **Maze Game [HTML, Java, Swing]**

January – April 2023

- Revamped a class project originally reading and traversing maze files recursively in Java's IDE Console
- Built with front-end Swing API using BorderLayout, GridBagLayout, and Inset managers
- User can select between Easy or Hard maze options and then try to solve it; if they give up, they can click a solution button which displays the completed maze

### **One Player Blackjack [Java]**

December 2022 – March 2023

- Designed the card game Blackjack in Java allowing individuals to play hands with an automated dealer
- Moves, cards, and winnings displayed through IDE console

## EDUCATION

### **Albert Dorman Honors College, New Jersey Institute of Technology**

September 2022 – December 2025

Computer Science B.S.

**3.94 / 4.00 GPA (Dean's List)**

- Beneficiary of full ride merit scholarship alongside a commitment of 30 volunteer hours a semester
- *Relevant, Upcoming Coursework:* Discrete Math, Intensive Programming Concepts, Database Systems and Management, Data Structures and Algorithms, Computers, Society, and Ethics, Probability and Statistics

## EXTRACURRICULARS

### **Curriculum Development and Teaching Volunteer, Kids Who Code**

January 2023 – Present

- Aided in creating the NJIT Kids Who Code Curriculum to structure a preliminary coding learning process utilizing Scratch
- Volunteered to teach local elementary school students the curriculum material

### **Treasurer, Vietnamese Initiative for Building Excellence**

May 2023 – Present

- Set to manage budget by-semester and record organization's expenditures
- Leading short, long-term goals, including setting up and promoting cultural events with related organizations

**Other:** Google Student Developer Club, Association for Computing Machinery

## TECHNOLOGY SKILLS

**Languages:** Java, Python, JavaScript, HTML, CSS, C++, MATLAB, Markdown

**Frameworks:** jQuery, Bootstrap, Tkinter, Java Swing