

Dylan Ton-That • dylantonthat.github.io

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SUMMARY

I am an accredited junior pursuing Computer Science with the endgame being a strong framework of the processes, applications, and implications of software engineering to further the prospects of a related career. As an analytical, ambitious, and keen scholar, I hope to continue to broaden my knowledge and therefore embrace related opportunities including intricate projects, transcending research, and therefore become more accustomed with the industry.

EDUCATION

Albert Dorman Honors College, New Jersey Institute of Technology

Computer Science B.S.

Sept 2022 – Dec 2025

3.94 / 4.00 GPA (Dean's List)

Relevant, Upcoming Coursework: Discrete Math, Intensive Programming Concepts, Database Systems and Management, Data Structures and Algorithms, Computers, Society, and Ethics, Probability and Statistics

TECHNOLOGY SKILLS

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

Frameworks: jQuery, Bootstrap, Tkinter, Java Swing

EXPERIENCE

Undergraduate Research Scholar – NJIT

May 2023 – Present

- Recipient of NJIT's Honors Summer Research Institute (HSRI) Prize
- Analyzing temperature profiles by altering a Generalized Analysis for Multiscale Multi-Physics Application (GAMMA) framework, with focus on improving quality and productivity of additive manufacturing processes
- Working with Scikit-Learn, NumPy, Pandas, and XGBoost Python libraries to study simulations consisting of over 9 million data points

PROJECTS

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

- 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 front-end and JavaScript for back-end functionality
- Bootstrap framework for responsiveness development, Pleaserotate.js library called for prompting landscape orientation

NBA Player Statistics Engine [Python, CustomTkinter]

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

Maze Game [HTML, Java, Swing]

- Revamped a former Data Structures and Algorithms class project into an interactive puzzle game
- Built with front-end Swing API

One Player Blackjack [Java]

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

LEADERSHIP AND ACTIVITIES

Curriculum Development and Teaching Volunteer, Kids Who Code

Jan 2023 – Present

- Aided in creating the NJIT Kids Who Code Curriculum to structure a preliminary coding learning process for adolescents, 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 and long-term goals, including setting up future events with related organizations and promoting cultural events