

Dylan Ton-That

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[Portfolio Website](#) | [LinkedIn](#) | [GitHub](#)

EDUCATION

Albert Dorman Honors College, New Jersey Institute of Technology

September 2022 - December 2025

Computer Science B.S. | Accredited Junior

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

EXPERIENCE

Undergraduate Research Scholar, Albert Dorman Honors College

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 99.2% accuracy
- Working with PyTorch, NumPy, XGBoost, and Pandas libraries in a Python Anaconda environment to efficiently process over 9 million data points

PROJECTS

Body Mass Index Calculator [*React, Bootstrap, CSS3*]

June – July 2023

- Rendered a responsive single page web app with React library, allowing users to input their imperial weight and height to retrieve their BMI and corresponding weight category
- useState Hooks created to manage user weight, height inputs alongside providing error alerts in the case of invalid data
- Interface designed using JSX and CSS components, Bootstrap and media query features programmed for mobile devices

Online Piano | <https://pianoscape.pages.dev> [*Bootstrap, JavaScript, HTML5, CSS3*]

May – June 2023

- Developed a web-based piano software hosted on Cloudflare granting users to play piano with key label visibility toggling
- Implemented HTML markup and CSS styling to outline piano layout and JavaScript event listeners and query selectors for playing and highlighting notes from its respective MP3 file when clicking, touching, or typing its respective key
- Bootstrap framework and media queries implemented for responsiveness development

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

May 2023

- Created desktop application deploying the Beautiful Soup package to web 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 recursively traversing a maze file in Java's IDE Console
- User can select between Easy or Hard maze options; if they give up, they can click a solution button which displays the completed maze using such traversing algorithm
- User interface built with front-end Swing API's BorderLayout, GridBagLayout, and Inset components

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 Scratch learning process
- Volunteered to teach local elementary school students the curriculum material

Executive Board Treasurer, Vietnamese Initiative for Building Excellence

May 2023 – Present

- Set to manage budget and record organization's expenditures per-semester
- Leading short and long-term goals, including setting up and promoting cultural events with cultural organizations in and beyond NJIT campus

SKILLS

Languages: Java, Python [PyForce, NumPy, Pandas, BeautifulSoup], JavaScript, HTML, CSS, C++, MATLAB, Markdown

Libraries: React, jQuery, Bootstrap, Tkinter, Swing