Dylan Ton-That

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Portfolio Website | LinkedIn | GitHub

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 currently 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 for playing 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
- Built with front-end Swing API using BorderLayout, GridBagLayout, and Inset managers to outline interface

EDUCATION

Albert Dorman Honors College, *New Jersey Institute of Technology* September 2022 - December 2025

Accredited Junior - 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 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