Dylan Ton-That • dylantonthat.github.io

https://www.linkedin.com/in/dylan-ton-that | https://www.github.com/dylantonthat
New Jersey | dylantonthat107@gmail.com | (973)-931-0453

SUMMARY

I am an accredited junior pursuing Computer Science with the endgame being having a solid foundation 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, engaging projects, transcending, boundary-pushing research, and become more accustomed with the industry in turn.

EDUCATION

Albert Dorman Honors College, New Jersey Institute of Technology   **Sept 2022 – Dec 2025**
Computer Science B.S.   ***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++, MATLAB
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, and Pandas Python libraries to study simulations 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