Dylan Ton-That

Newark | New York City | dylanktonthat@gmail.com | (973) 931-0453
https://dylantonthat.github.io | https://www.linkedin.com/in/dylan-ton-that | https://www.github.com/dylantonthat

EXPERIENCES

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