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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 accustomed with this industry.

EDUCATION

Albert Dorman Honors College, New Jersey Institute of Technology   **Sept 2022 – Dec 2025**

**Major*:* Computer Science B.S. *3.94 / 4.00* GPA (Dean's List)
- Enrolled on a full ride merit scholarship with completed 30 volunteer hours a semester
- Relevant 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 – NJIT   **May 2023 – Present**

- Recipient of NJIT's Honors Summer Research Institute (HSRI) Prize
- Conducted research with Dr. Shen working with improving the machine learning framework for predicting temperature profiles in additive manufacturing processes in Python

TECHNOLOGY SKILLS

- *Languages*: Java, Python, HTML/CSS, JavaScript, C++, MATLAB
- *Frameworks*: jQuery, Bootstrap, (Custom)Tkinter, Swing
- *Currently Learning*: MYSQL, PHP

PROJECTS

NBA Player Statistics Engine [Python, CustomTkinter]
- Created a Python application utilizing the Beautiful Soup package to data scrape NBA players' career per-game statistics
- 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 game
- Designed with front end Swing GUI Tool Kit

One Player Blackjack [Java]
- Designed the card game Blackjack 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 - NJIT   **Jan 2023 – Present**
- Aided in creating the NJIT Kids Who Code Curriculum to structure a preliminary coding learning process for adolescents, utilizing Scratch language
- 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
- Lead in terms of short and long-term goals, including setting up future events with related organizations and promoting cultural events