DZUNG NGUYEN

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EDUCATION

University of Pennsylvania: School of Engineering and Applied Sciences

Graduating May 2021

BSE in Computer and Information Science: Digital Media Design, Minor in Mathematics

Selected Coursework: Data Structures and Algorithms (Java), Programming Languages and Techniques (Java), Networks and Social Systems on the Internet (Java), Physically-based Rendering (C++/OpenGL), Big Data Analytics (Python, SQL, MapReduce, Sparks).

Jack Kent Cooke Merit Scholarship Recipient

One of the most competitive scholarships in the nation with a 1.6% acceptance rate, covering \$40k in costs annually over 4 years.

Rewriting the Code Undergraduate Fellow

Selected from thousands of applicants to participate in women-in-tech community and professional developments.

EXPERIENCE

Software Engineering Intern, CBRE Build | Seattle, WA

June 2019 - Present

- Rebuilding an Extract-Transform-Load pipeline for processing real estate transactions with \$6 billion gross revenue/year. Goal is to reduce runtime of 14-hour process to 20% or less. Technologies include **Python**, **SQL**, **ElasticSearch**, **Docker**, **AWS Lambda**.
- Maximized accuracy and reduced runtime for creating 500k rows of test data with 50+ key-value pairs by nearly 60% in Python.
- Improving Deal IQ's UI performance (web application for managing transactions used by 3000+ brokers) by migrating frontend features from **AngularJS** to **ReactJS**.

Teaching Assistant, University of Pennsylvania | Philadelphia, PA

May 2019 - Present

- Hold weekly office hours and grade exams for CIS240, computer architecture course (C, Assembly) with over 100 students enrolled per semester.

Research Assistant, Perelman School of Medicine | Philadelphia, PA

December 2018 - June 2019

- Designed a new procedure to quickly generate binary masks for cardiac wave scans using OpenCV and MATLAB.
- Implemented a U-Net model in **Keras** and trained with **AWS GPU Instance** to segment aortic waves from overlapping waves with 82% accuracy. To be used as a plugin in a software helping physicians to efficiently analyze catheterization waveform scans.

Software Engineering Intern, Ami Artificial Intelligence | Ho Chi Minh City, Vietnam

May - July 2018

- Worked closely with company's CTO to conduct research on best tools and practices in **REST APIs**, microservices, app management (**Docker**, **Azure**) and wrote reports to software team.
- Improved production efficiency by 12% for 30+ engineers measured by weekly tasks accomplished by building a chatbot with Microsoft Bot Framework SDK for NodeJS.

PROJECTS

PennCourseRec May 2019 - Present

A UPenn course recommendation engine web application

- Designed the full-stack web application with a teammate based on **Django's** Model-View-Controller framework.
- Using **Bootstrap** to implementing user interface components such as displaying and filtering results.
- Implementing an NLP model to process user's ideal course description and recommend the most relevant course.

Mini Minecraft November 2018 – December 2018

A Japanese-ink rendition of Minecraft

- Replicated the classic infinite terrain expansion in Minecraft by developing a noise-based 3D terrain generation algorithm in C++.
- Decreased gameplay latency by 4 times with multithreading.

WeathAR September 2018

A Pennapps-XVIII Hackathon Android application to visualize real-time weather in augmented reality

- Collaborated with 3 teammates to integrate ARCore SDK into Unity and Android Studio.
- Wrote C# script to map weather data from OpenWeatherAPI to 3D weather conditions created with Unity.

INVOLVEMENTS AND LEADERSHIP

Penn Women in Computer Science | Mentor

September 2018 – Present

Mentor incoming freshman students on course selection, extracurriculars, and coursework management.

Penn AMC SIGGRAPH – Special Interest Group on Computer Graphics | External Relations Chair September 2018 – Present Plan networking events with other local chapters, organize alumni panels, run skill-sharing workshops.