Loc Bui

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Technical Skills

Languages: C++ 11, Python, Java, PHP, SQL

Technologies: .NET Core, Laravel, Android, Flutter, Docker, Apache Spark

Operating Systems: Ubuntu, Windows, macOS

Experiences

Teko, Software Engineer Intern

May 2019 - August 2019

- Used **Spark** and **Python** to manage data pipeline processing over 12 billion records from a leading computer equipment retailer
- Built internal data analysis tools: Capture Data Changes facilitating data storaging and database queries; automatically generating and sending daily reports via mail
- \bullet Optimized the fact table creation process with pure Spark API instead of UDF functions, which improved the performance by nearly 25%

Monkey Junior, Software Engineer Intern

May 2018 - August 2018

• Used **C++** and **Cocos** framework to develop games in mobile educational applications for children reaching 90,000 downloads

University of Rochester, Data Structures & Algorithms Teaching Assistant

August 2019 - December 2019

• Hosted weekly lab sessions for 12 students to foster their understanding of data structures and algorithms

Awards & Honors

NAC Finalist, 24th place (out of 400 university teams): ACM ICPC North America Championship

USA Champion, 1st place (out of 1000 participants): Credit Suisse United States of America Coding Challenge

Consolation Prize, 19th place (out of 1000 participants): Samsung Collegiate Programming Cup (SCPC)

C++

Silver Medal, 16th place (out of 500 participants): Vietnam Olympiad in Informatics

C++

Projects

CSP Online Practice Environment. Web services

August 2019 - Present

- Use Laravel and PHP to build educational website facilitating computer science program in high school
- Design and develop real-time ranking pages allowing users to view contestants' scores and submissions
- Write script to migrate database from RethinkDB to MySQL

Capture Data Changes, Distributed System & Web Services

July 2019 - August 2019

- Used Spark and Python to keep track of changes in data and schema of tables to facilitate data ingestion
- Developed API to support data ingestion from PostgreSQL and MySQL data sources
- Improved company's memory space by 10%

Online Ping Pong Web Game, Web Services

March 2019 - April 2019

- Used .NET Core and C# to design and develop a real-time online ping pong game
- Developed concurrent engine allowing multiple users to play at the same time
- Used **Docker** to deploy application on **Heroku**

Werewolf, Mobile Application

October 2019 - December 2019

- Used Android Studio and Java to design and develop a serverless Werewolf game
- Used **Firebase** as database to store user information and game state
- Used Agora API for real-time voice and text chat between users

Leadership Activities

Google Developers Student Club, Tech Lead

Nov 2019 - Present

- Organize monthly workshop about Google technologies: Google Clouds, Firebase, Flutter
- Lead a team of 4 to develop technology solutions to local community

Math & Science Summer Program, A.I Mentor

July 2019 - August 2019

- Prepared and delivered seminars for classrooms of 20 students about Convolutional Neural Network
- Served as primary instructor for Deep Learning projects, such as exam cheating detector featured in an article

Education

Bachelor of Science in Computer Science, *University of Rochester* Major GPA: 4.0/4.0

Anticipated May 2022