Loc Bui

(585) 967 7470Ibui3@u.rochester.edugithub.com/hekl0

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
- 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)

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

C++

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 - September 2019

- Used Android Studio and Java to design and develop a serverless application
- Used Firebase as database to store user information and game state
- Used Firebase 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

Anticipated May 2022

Major GPA: 4.0/4.0