Han Nguyen

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TECHNICAL SKILLS

Programming languages: Java, Python, C, Assembly, SQL, HTML/CSS, WordPress
Frameworks: IntelliJ, VS Code, PyCharm, Docker, GitHub, Strapi
Database Management: MySQL
Scientific Computing & Data Analysis: NumPy, MATLAB, Pandas, Sklearn, Seaborn
Technical Writing: Latex, MS Office

EDUCATION

Georgia Institute of Technology, **College of Computing**   *Atlanta, GA*
   B.S in Computer Science   *Expected Graduation: December 2024*
Georgia State University, Perimeter College   *Clarkston, GA*
   Associate of Science   *Graduation: May 2019*

INTERNSHIP

Web Developer Intern   *December 2023 – May 2024*
Super Purposes | Seatle, WA
- Utilized WordPress to design and customize website features.
- Enhanced user interactivity and site performance through JavaScript implementation.
- Collaborated remotely on web development, troubleshooted technical issues, and maintained website functionality.

PROJECTS

Predictive Analysis of COVID-19 Health Outcomes | *Machine Learning*   *Fall 2023*
- Analyzed 100M COVID-19 cases using demographic data, achieving up to 96.2% accuracy with Logistic Regression.
- Utilized PCA for data reduction, visualized trends with Numpy, Pandas, Matplotlib, Seaborn.
- Collaborated on data cleaning, model implementation, and evaluation for outcome disparities.

Airline Management Application | *MySQL, Python, Git, PyCharm*   *Spring 2023*
- Created a standalone Airline Management Application using PyQt6 and MySQL, enabling user interaction with the database system.
- Translated raw airline system data into an Enhanced Entity-Relationship Diagram (EERD), creating a relational schema with managed constraints.
- Implemented stored procedures and views in MySQL, facilitating system operators to query and modify the database efficiently.

Tower Defense Game | *Java, JavaFX, Scene Builder, Git, IntelliJ*   *Spring 2022*
- Utilized UML (Unified Modeling Language) to represent system architectural properties for the game.
- Integrated Scene Builder with IntelliJ and JavaFX to develop the game screen and diverse player functionalities.
- Implemented Object-Oriented Programming principles combined with JavaFX to control object behavior and game features.

ACEDEMIC ACTIVITIES

Peer 2 Peer Mentoring Program (P2P) - *Atlanta, GA*   *August 2020 - May 2021*
- Engaged in bi-monthly group meetings with fellow Georgia Tech students, focusing on professional development within STEM fields for academic enrichment.
- Regularly communicated with a mentor for ongoing self-development in areas like communication, research, and interpersonal skills.

AWARDS

2017-2018 GSU STEM Student Scholar Award   *April 2018*
2016-2017 GSU STEM Student Scholar Award   *April 2017*
- Received consecutive annual STEM field achievement awards for two academic years.