~HOA PHAM~

hpham24@gsu.edu. | https://hoa-pham.github.io/ | 404.563.9618

Objective: *A fast learner, enthusiastic student seeking for a software engineering internship position*

EDUCATION

Georgia State University (GSU)   *Expected Graduation-May 2019*

- BS in Computer Science – Artificial Intelligence and Big Data | GPA: 3.98.

- Major Courses: Data Structures, Object Oriented Programming, Computer Organization, Computer Architecture, Programming Language Concepts, System Level Programming, Data Mining, Machine Learning.

Georgia State University - Perimeter College (GSU-PC)   *Graduated-May 2017*

- Magna Cum Laude Associate of Science.

WORK EXPERIENCE

Undergraduate Teaching Assistant (GSU)   *January 2018-present*

- Solved, designed algorithm, data structure problems.

- Helped students understand the core concept of Object Oriented Programming and Unix-System.

Computer Lab Assistant (GSU-PC)   *August 2015-present*

- Assisted students and instructors with problems in Microsoft Word, PowerPoint Slide, and web browsers.

- Practiced communication skill and deal with variety issues from different people.

PROJECTS

Predicting and Recommending Wages (Python)   *2018, Atlanta, GA*

- Created an Predicting-Recommending-Wage application in a team of two. My role is to design algorithms and data structures. While coding, I and my partner did research together, which involves reading papers and experimenting different algorithms.

- Predicted user's wage and recommended user what they need to change or do to make a better wage.

- Used data set from UCI Machine Learning Repository.

Schedule Generator – Hack-GSU (Python, jQuery)   *2018, Atlanta, GA*

- Created schedule for students to take each semester to finish their program of study.

- The schedule bases on student's taken courses and requirements of the program.

TECHNICAL SKILLS

- Knowledge: Java, Python, Ruby, Assembly X86, HTML5, CSS3, Bootstrap.

- Technology: Linux, Git, Vim.

LEADERSHIP

President of Science Club   *January 2015-January 2017*

- Organized, led and created science activities, experiments for students in school.

Web Developer and Publicist for Computing and Engineering Club   *August 2015-May 2016*

- Edited, created and publicized a club website. Technology used: HTML-CSS, Java-Script.