~HOA PHAM~

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Objective: *An enthusiastic student seeking 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

- Associate of Art in Mathematics (Magna Cum Laude)

WORK EXPERIENCE

Undergraduate Teaching Assistant (GSU)   January 2018- Present

- Designed algorithms, solved data structure problems.
- Helped students understand the core concepts 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.
- Assisted international students with registering classes and taking tests.

PROJECTS

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

- Created a Predicting-Recommending-Wage application in a team of two to predict user's wage and recommend users what they need to change or do to make a better wage.
- Designed algorithms and data structures. While coding, I and my partner did research together, which involves reading papers and experimenting different algorithms.
- Used training data sets from UCI Machine Learning Repository

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

- Created schedule of courses for students to take each semester in order to finish their program of study.
- The schedule is generated based on courses taken and the 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