Hung Phan

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Education

University of Utah   **Aug 2022 – May 2026**
*Bachelor of Science in Computer Science and Applied Math – **GPA: 4.0/4.0***   *Salt Lake City, UT*

Experience

Data Science Research Assistant   **May 2024 – Aug 2024**
School of Dentistry, University of Utah   *Salt Lake City, UT*
- Performed data cleaning, wrangling, and visualization to support the analysis of complex datasets.
- Prepared manuscripts and implemented statistical analysis methods in Python using Jupyter Lab.
- Employed mathematical modeling, software development, big data analysis, and high-performance computing to study pathogen emergence, spread, and existing epidemics.

Software Engineer Intern   **Jan 2024 – May 2024**
Scientific Computing and Imaging Institute   *Salt Lake City, UT*
- Developed a Visual Studio Code extension tool for seamless integration and manipulation of graph data structures.
- Implemented a robust feature set for exporting graph data structures to DOT language formats.
- **Enhanced teaching effectiveness** by integrating **interactive visualizations**, facilitating a deeper understanding of graph data structures for students.

Computer Science Teaching Assistant   **Aug 2023 – Now**
School of Computing, University of Utah   *Salt Lake City, UT*
- Awarded the **Outstanding Teaching Assistant** distinction for the 2023-2024 academic year, recognizing one teaching assistant per school year.
- Taught CS 3500 Software Practice I (Lead TA) and CS 2420 Data Structures and Algorithms.
- Provided grades and detailed feedback for assignments, led lab sessions, and held help hours to assist students.

Projects

Book Keeping Web Application | *D3.js, Firebase, JavaScript, HTML/CSS*   **May 2024 – Sep 2024**
- Developed a bookkeeping **web application** enabling users to import Goodreads data and store it on **Firebase**, featuring login/signup functionality.
- Implemented data visualization using **D3.js** to display users' Goodreads data in an engaging and informative manner.
- Integrated **APIs** for efficient retrieval of book recommendations, popular books of the week, and currently reading lists.

Learning Management System | *C#, MySQL, LINQ, ASP.NET*   **Feb 2024 – May 2024**
- Designed and implemented a **learning management system web application** with key features such as user authentication, assignment submission, class enrollment, grading, and class management.
- Implemented user authentication and role-based access for students, professors, and admins.
- Ensured a stable deployment on a Linux platform, enhancing the overall system performance and reliability.

Activities

LSTS Robotics Club Programmer   **May 2018 – May 2021**
- Led teams of 2–6 members using LEGO Mindstorms to tackle real-world robotics problems, securing second place in the World Robot Olympiad (National Level) and a top 4 national ranking in the First Lego League Competition.
- Implemented and fine-tuned the PID algorithm, a widely recognized and extensively used control algorithm in WRO and FLL, to optimize robot accuracy and performance.

Skills

Languages: C/C++, Python, Java, C#, Go, MATLAB, SQL, HTML, CSS, JavaScript
Developer Tools: VS Code, Eclipse, Visual Studio, Qt Creator, IntelliJ, DataSpell
Technologies/Frameworks: Jupyter Notebook, Jupyter Lab, Git/GitHub, MySQL, LINQ, Agile, APIs, .NET, shell