JEREMY TRAN GIA HUY CHAU

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Education

University of Colorado Boulder — **Aug 2023 – May 2027**
Bachelor of Science in Computer Science (3.323 GPA) — *Boulder, CO*

Technical Skills

Languages: Vietnamese (Beginner / Elementary Proficiency)
Tools: Visual Studio Code, Git/GitHub, RStudio, Excel
Techniques: Object-Oriented Programming (C++, Java), Dynamic Programming (Python)

Relevant Coursework

- Data Structures
- Discrete Mathematics
- Linear Algebra
- Algorithms
- Computer Systems
- Probability and Statistics
- Software Development (In Progress)

Experience

FUTURE Program — **Jan 2025 – Present**
Undergraduate Research Assistant — *Boulder, CO*

- Conducting research on the reasoning and decision-making processes of Large Language Models (LLMs), with a focus on explainability and reducing hallucinations.
- Developing a sequence of tasks to evaluate the capabilities and limitations of LLMs, akin to testing human knowledge through exams or interviews.
- Collaborating on the design and implementation of experiments using Python, with a focus on assessing the internal processes driving model decisions.
- Leveraging prior knowledge in Probability to analyze model behavior and contribute to the development of explainable AI techniques.

Whole Foods Market — **Sep 2024 – Present**
In-Store Shopper — *Westminster, CO*

- Efficiently fulfilled Prime Now customer orders by selecting and preparing products with accuracy and urgency, ensuring high-quality service in a fast-paced grocery environment.
- Maintained organization in staging areas, adhered to safety and cleanliness standards, and supported various store departments as needed.
- Demonstrated flexibility by adapting to varied schedules, including nights, weekends, and holidays, while using handheld technology to manage and process orders.

Lattice First Generation Scholarship Program — **Aug 2024 – Present**
Mentorship and Leadership, Mentor — *Boulder, CO*

- Assisted in planning and executing Lattice Retreats, workshops, and community events, including evening and weekend work
- Hosted weekly office hours, providing support on academic and personal challenges, and leading discussions on sensitive topics
- Managed weekly administrative tasks including tracking mentoring activities, event planning, and contributing to special projects

Projects

Candy Land Game Development | *C++, Object-Oriented Programming, Game Design* — **Fall 2023**

- Developed a fully functional Candy Land game using C++ with a focus on object-oriented design principles and clean code practices.
- Implemented gameplay mechanics including card drawing, player movement, and win condition logic, ensuring a seamless player experience.
- Integrated modular code architecture for easy scalability and debugging, utilizing classes and inheritance for game components.

Restaurant Review Data Handler | *C++, Data Structures, Collision Resolution* — **Spring 2024**

- Designed and implemented a data structure in C++ to manage restaurant reviews, prioritizing efficient storage and retrieval.
- Developed functionality for adding, retrieving, popping, and displaying restaurant reviews, with a focus on usability.
- Integrated collision resolution techniques to handle hash table conflicts, ensuring reliable data operations.

Campus Involvement

Lattice First Generation Scholar — **Aug 2023 – Present**

First Generation Scholar — **Aug 2023 – Present**

Society of Asian Scientists and Engineers — **Aug 2024 – Present**

Fundamentals of Undergraduate Research Program (FUTURE) — **Jan 2025 – Present**