

Hong K. Nguyen

Lawful Permanent Resident | khainguyen2004@gmail.com | 669-837-3398 |
LinkedIn: <https://www.linkedin.com/in/khainguyen21/> | GitHub: <https://github.com/khainguyen21>

EDUCATION

Evergreen Valley College

San Jose, California, United States

Computer Science for Transfer (AS-T)

Expected Graduation, Dec 2027

- **GPA:** 3.71/4.00
- **Related Coursework:** Introduction to Java, Introduction to Data Structures, Foundations of Data Science, Calculus I, Calculus II

EXPERIENCE

Evergreen Valley College Tutoring

San Jose, California, United States

Embedded Data Science Tutor

January, 2025 – Present

- Supported student learning in Python and NumPy for data manipulation and assisted with executing data visualizations using Matplotlib.

Wellness Pharmacy

Los Gatos, California, United States

Pharmacy Clerk Part Time

September, 2023 – Present

- Entered new prescriptions from doctor offices, assisted patients with medication pickups and phone inquiries, and maintained calm, effective communication under pressure while multitasking across pharmacy operations.

PROJECTS

Simple Bank App

- Developed a Java-based banking application using SWING GUI for user-friendly interaction.
- Integrated MySQL database to securely store and manage user data, including account balances and transactions.
- Implemented core features such as deposit, withdrawal, transaction history, and fund transfers.

Simple Weather App

- Built a Java application with SWING GUI to display real-time weather data using Open-Meteo API.
- Retrieved and presented weather information, including temperature, humidity, and wind speed.

Student Performance Prediction Using Machine Learning

- Built a machine learning pipeline to predict student writing scores, handling data preprocessing and model tuning with RandomizedSearchCV, which improved model R^2 score of 0.91 on the test set.

ACTIVITIES AND LEADERSHIP

Computer Science Club

Evergreen, California, United States

Project Manager Role

February, 2024 – May, 2024

- Led a robotics project using a Raspberry Pi G1 Tank, learning the fundamentals of robotics and assembly.
- Implemented obstacle detection and navigation features using pre-built components.

SKILLS

Programming: Java, Python, JavaScript, HTML/CSS

Tools: Jupyter Notebooks, Git, Visual Studio Code, IntelliJ IDEA CE, Geany, PyCharm, NumPy, DataScience module, Scikit-learn (learning), Pandas (learning), Docker (learning)