**KIEN LE TA** <linkedin.com/in/kienta>

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**EDUCATION**

**Washington University in St. Louis,** St. Louis, Missouri Expected Graduation: May 2022

* Bachelor of Science in Computer Science. **GPA: 3.95/4.0**
* Related Coursework: Data Structures & Algorithms, Object-Oriented Software Development Laboratory, Creative Programming and Rapid Prototyping, Mobile Application Development, Probability and Statistics for Engineering.

**DePauw University**, Greencastle, Indiana Attended: 2018 - 2020

* Bachelor of Arts in Pre-Engineering. Degree Conferral Expected: May 2022
* Related Coursework: Foundation of Computation, Programming Languages, Computer System. **GPA: 4.0/4.0**
* Publication: Nagai, M., Shrivastava, K., Ta, K., Bogaerts, S., & Byers, C. 2021. A Highly-Parameterized Ensemble to Play Gin Rummy. Proceedings of the AAAI Conference on Artificial Intelligence. AAAI press (in press).

**TECHNICAL SKILLS**

* **Programming Languages**: Java, C++, Python, JavaScript, PHP, Swift.
* **Full Stack Development**: Node.js, Spring, MySQL, MongoDB, jQuery, AJAX, React, HTML, CSS.
* **Tools**: Git, Apache, Linux, Bash, Docker, Amazon EC2, phpMyAdmin, Vim, Eclipse, Visual Studio Code, XAMPP.

**WORK EXPERIENCE**

**Software Engineer Intern**, *FPT Software* December 2020 - Present

* Join an Agile Scrum team aiming to increase the labor efficiency of partner companies by at least 15% after transitioning to the new online warehouse management system in the pandemic situation.
* Develop a scalable application to monitor the inbound and outbound processes of warehouses with the help of Docker to configure and deploy the application with the appropriate libraries and dependencies.
* Utilize Java Spring Boot to build a RESTful API to interact with MySQL database to track and manage the warehouse's inventories and React to generate UI components.

[**AI Researcher**](https://github.com/kienta1999/Gin_Rummy_AI_Player), *DePauw University* June 2020 – August 2020

* Created AI Gin Rummy player, utilizing OOP principles, that recorded the opponent’s moves, evaluated the situation, and ensembled hyperparameters that dictated player’s actions using Java.
* Tuned the hyperparameters using Genetic Algorithms and Exhaustive Search, which resulted in an 80% win rate against the standard player.
* Picked the best hyperparameters from Heatmap and 3D Scatter Plot generated using Python’s Seaborn and Matplotlib.

**IT Intern**, *Information Technology Associates Program* September 2019 - May 2020

* Developed unit tests in Java and C++ to validate, debug, and ensure that students’ solution follows guidelines and protocols.
* Held office hours for students in Data Structures and Object-Oriented Software Development to practice solving algorithm problems and help debug code in Java and C++.
* Hosted one on one sessions to address students’ weaknesses and improve their problem-solving and technical skills.

**PROJECT & ACTIVITIES**

**[Cart & Go](https://github.com/kienta1999/Cart_And_Go)***, JavaScript, Node.js* November 2020 – December 2020

* “Cart & Go” is a cloud restaurant that allows users to order food and drinks online as well as recommends nearby restaurants based on the user’s location using multiple APIs (Yelp, Spoonacular).
* The web application safely stores user’s information and order history in a MongoDB database and utilizes npm packages to hash passwords to ensure web security and validation.

[**Simulated File System**](https://github.com/kienta1999/Simulated_File_System)*, C++* November 2020 – December 2020

* Developed a file system utilizing OOP principles and design patterns that allows users to create, read, write, and manage access to password-protected files with C++.
* Implemented a friendly command pattern for user to interact with the file system dynamically using dependency injection.

[**Event Calendar**](https://github.com/anhvqle/Event_Calendar), *JavaScript, PHP, HTML, CSS* November 2020

* Built a functional Event Calendar website that allows users to add and remove events dynamically, using jQuery, PHP, and AJAX to communicate with the server and run scripts that query MySQL database to save and retrieve information.
* The web application prevents Cross-Site Scripting, or any session hijacking attacks to ensure web security and validation.