KIET (PAUL) PHAM

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EDUCATION

University of Wisconsin-Madison, Madison, Wisconsin, USA **Expected Graduation: June 2026**
Bachelor of Science in Computer Sciences and Data Science, Certificate in Mathematics **GPA**: 4.0
Relevant Courses: Object-Oriented Programming, Data Structures, Algorithms, Big Data Systems, Artificial Intelligence, Computer Systems, Parallel Programming, Data Modelling, Linear Algebra, Multivariable Calculus, Stochastic Process, System Verification, Operating System, Database Management System.

SKILLS

- **Programming Languages:** C++, Python, Java, C, HTML, CSS, JavaScript, R, SQL, Coq
- **Tools:** Git, GitHub, GitHub Actions, ReactJS, JavaFX, Docker (Compose), PyTorch, PySpark, PostgresQL

PROJECTS

UbotAdmission | University admission counseling LLM chatbot – AILab, VNU-HCMC **July 2024 - Present**

- Collaborated with a team of 5 to collect data and analyze requirements for building and storing the admission chatbot's knowledge base using PostgresSQL and ChromaDB.
- Assisted in implementing the question-answering flow using ChatGPT-4o as the core LLM, Python Panel as the user interface, set up a CI/CD environment using GitHub Action, and deploy through Docker Compose.

urSearch | ReactJS, TypeScript, Git **September 2023 - May 2024**

- Collaborated with a team of 6 on frontend redesigns and idea initiation using Figma.
- Implemented frontend component and bug fixes using ReactJS, TypeScript, Git and integrated frontend and backend using Fetch API.

MEO Studio | HTML, CSS, JavaScript, NextJS **August 2022 - December 2022**

- Designed and developed a frontend interface for a digital storytelling website using HTML, CSS, JavaScript, and NextJS focusing on computer and mobile phone size view.
- Researched and created a Firebase documentation for the backend to efficiently store data.

Python Dijkstra Maze | Python, Tkinter **February 2022 – March 2022**

- Developed a GUI to illustrate the application of Dijkstra of finding the shortest path between two points using Python Tkinter and Shapely.
- Researched Dijkstra algorithm and efficient map spawning, drawing, and deleting algorithms with Shapely, reaching a total runtime of 0.7 seconds initialization time and 0.01 seconds query time with 200 points in maps.

Flowgorithm | Git, HTML, CSS, JavaScript **January 2021 – March 2021**

- Led a team of three to develop a flowchart programming web application aiming to assist newbies in coding and managed the progress through GitHub, Google Sheets, and weekly meetings at school.
- Developed the front-end mechanics using HTML, CSS, and GoJS library.
- Researched the algorithm for running the flowchart and assisted in improving the accuracy of the flowchart to Python conversion algorithm, correctly solving 60% of basic Python problems on external online judges.

AWARDS

- Rank 5/116 **- ICPC Regional - North Central North America** **February 2023**
- Rank 55/363 – **ICPC, Vietnam National Round 2021** **February 2022**

ADDITIONAL EXPERIENCE

Data Science Programming II Peer Mentor, *University of Wisconsin - Madison* **January 2023 - Present**

- Instructed intermediate Python coding concept: OOP, graph theory, Git, and basic machine learning.
- Coached around 50 students weekly and has a 90% success rate on resolving their programming assignment.
- Evaluated student's knowledge by creating weekly quizzes

Competitive Programming Tutor, HCMC, Vietnam, *Ngo Si Lien Middle School* **June 2019 – August 2021**

- Coached basic coding concepts like loops, number theory, sorting, brute force, and dynamic programming for Ngo Si Lien middle school's CP team in summers, leading to 6 students joining the Tan Binh District Team for the annual City Excellence Competition.
- Guided two other students to the VNU-HCM HSG Computer Science honors admissions, receiving a 95% (highest score) and 75% (top 10 score) on the Computer Science entrance exam, respectively.