

Luan Nguyen

778-668-3009 | luan.nguyen.3@sfu.ca | [Portfolio](#) | [Linkedin](#) | [Github](#) |

TECHNICAL SKILLS

Languages: R, Python, C/C++, SQL, Java, HTML/CSS, JS
Developer Tools: Git, Docker, Visual Studio, Jupyter, RStudio, Power BI
Frameworks: Django, REST API, JUnit
Libraries: pandas, NumPy, Matplotlib, sklearn, TensorFlow

PROJECTS

- Probabilistic Models** | *Python, Jupyter, TensorFlow* | [Source](#) Aug. 2023 – Present
- Successfully conducted a binary **classification model** involving dataset of 19,020 samples and 11 attributes.
 - Developed and evaluated multiple **ML models**, including **k-Nearest Neighbours**, **Naïve Bayes**, **Logistic Regression**, **Support Vector Machine**, and **Neural Network** using **TensorFlow/Keras**.
 - Achieved up to 87% accuracy in classifying data points.
- Website Data Analysis** | *R, Git, HTML/CSS* | [Source](#) May 2018 – May 2020
- Used R to implemented a **web scraping** script extracting 6000 data entries from Trustpilot reviews of Apple.com.
 - Performed **data cleaning**, including **type correction**, **missing value examination**, and **frame merging**.
 - Visualized** and **analyzed** data to identify patterns using **regression analysis** and **hypothesis testing**.
- Chess Engine** | *Java, Git, AWT* | [Source](#) Dec. 2022 – Feb. 2023
- Developed a Java chess engine, applied techniques such as **OOP**, **encapsulation**, **polymorphism**.
 - Improved code **maintainability** and **reusability** using **builder**, **abstract factory**, and **singleton patterns**.
 - Applied **event-driven** approach and Java AWT to create GUI for the engine.
- Game Engine** | *Java, Git* | [Source](#) Dec. 2022 – Feb. 2023
- Build a 2D shooting game in Java using **iterative Scrum process** for regular **collaboration**, **adaptability**, **incremental results**.
 - Refined game design and features through **goal-setting**, **prioritization**, and **iterative development**.
 - Applied **builder**, **abstract factory**, and **singleton patterns** for improved code structure and maintainability.

EDUCATION/PROFESSIONAL DEVELOPMENT

- Bachelor of Applied Science in Computer Science, Minor in Statistics** Burnaby, BC
Simon Fraser University May 2022 – May 2025
- Concentration: Artificial Intelligence — GPA: 3.5
 - Relevant coursework: Data Science, Artificial Intelligence, Probabilistic Analysis, Data Structures and Algorithms
 - Social Activities: Logistic Co-Chair SFU Canadian Cancer Society
- Associate of Science in Computer Science** Vancouver, BC
Langara College May 2020 – May 2022
- Algorithmic Toolbox Certificate** Vancouver, BC
University of California San Diego Jun. 2023 – Sep. 2023
- Algorithms (Greedy, Divide-and-Conquer), Dynamic Programming, Debugging, Software Testing
- Data Analytics Certificate** Burnaby, BC
Simon Fraser University Jun. 2023 – Sep. 2023
- Prepared, cleansed, transformed, and analyzed data in Alteryx Designer, visualized data in Tableau and Power BI.

EXPERIENCE

- Customer Experience Specialist** Jul. 2022 – Jan. 2023
TD Canada Trust Vancouver, BC
- Enhanced problem-solving skills through active listening and understanding of banking processes.
 - Gained office experience and collaboration skills using MS Team, Slack, and Zoom.
 - Enhanced time management skills by prioritizing tasks and employed time-saving techniques.