

# Luan Nguyen

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

## TECHNICAL SKILLS

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**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

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- 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

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- 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

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- 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.