

TAI LUAN NGUYEN

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SKILLS

PROGRAMMING LANGUAGES

- C/C++
- R
- Python
- Java

TECHNOLOGIES

- GitHub
- HTML/CSS
- Linux
- MySQL

TOOLS

- Visual Studio Code
- Emacs
- Microsoft Teams
- Command line interface

ACADEMIC/PERSONAL PROJECTS

WEB SCRAPPING – R for Data Science / STAT260

March 2023

- Implemented a web scraping script using R to extract 6000 data entries with various attributes from Trustpilot reviews of Apple.com.
- Analyzed collected data, identified patterns and trends in negative reviews correlate with specific aspects of Apple, particularly high repair fee.
- Discovered several obstacles that can happen during scraping, including rate limitations, inconsistent data, UI interaction.

SPACE MONKEY – Intro to Software Engineering / CMPT276

December 2022

- Developed a shooting game from the ground up using Java and applied an iterative Scrum process.
- Employed design patterns including builder pattern, abstract factory pattern, and singleton pattern.
- Designed and implemented a user interface with various game states and levels using Java AWT/Swing Designer Tools.

HAPPY DENTAL DATABASE SYSTEM – Database System / CPSC2221

March 2022

- Implemented a complete database model for business with different attributes such as clients, staffs, products/services, payment methods.
- Designed Enhanced Entity Relationship Model and Database Relational Schema including table definition, constraints, and normalization.
- Extended project by personally developing a website using HTML/CSS and PHP. The website allows users to input and modify data in database.

INNOCENT CHESS ENGINE – Personal Project

February 2023

- Developed a chess engine from ground up using Java, featuring an engine capable of detecting and preventing wrongful move by users.
- Implemented design pattern, including builder, abstract factory, and singleton.
- Designed graphical user interface (GUI) using the Swing and AWT frameworks.

EXTRACURRICULAR

CUSTOMER EXPERIENCE ASSOCIATE – TD Canada Trust, Vancouver BC

July 2022 – January 2023

- Cultivated problem-solving skills through by active listening and applying a deep understanding of banking processes in various scenarios.
- Acquired experience in an office work environment, gained collaboration skill with the usage of technologies like MS Team, Slack, Zoom.
- Enhanced time management skills by consistently prioritizing tasks and employed time-saving techniques such as setting clear goal and utilizing time blocking.

LOGISTICS CO-CHAIR – SFU Canadian Cancer Society, Burnaby BC

September 2022 – September 2023

- Enhanced creativity through designing poster and brochure that draw in large audience and boost donations for the organization.
- Improved communication skills by consistently introducing team members to others and persuading people to volunteer for the organization.

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, MINOR IN STATISTICS – Simon Fraser University

May 2022 – May 2025

- Relevant coursework: Data Structures and Algorithms, Software Development, Data Visualization and Analysis, Computer System.
- GPA: 3.5/4.33

ASSOCIATE DEGREE IN COMPUTER SCIENCE – Langara College

May 2020 – May 2022

- Relevant coursework: Database and SQL, Object-Oriented Programming,

CERTIFICATION

DATA ANALYTICS SKILLS CAMP – Simon Fraser University

September 2023

- Data preparation, cleansing, transformation, and analytics in Alteryx Designer, data visualization in Tableau and Power BI.

ALGORITHMIC TOOLBOX – University of California San Diego

September 2023

- Algorithms: Greedy, Divide-and-Conquer, Dynamic Programming.

SUSTAINABLE DEVELOPMENT GOALS TRAINING – United Nation, Sustainable Development Goals Advocates

January 2022

2019 YOUTH GOOD NEIGHBOURS AWARD – Associate of Neighbourhood Houses BC

September 2019

- Successfully raised \$1000 for a connecting event between the people in the neighbourhood and community centres.