TAI LUAN NGUYEN

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SKILLS

PROGRAMMING LANGUAGES	TECHNOLOGIES	TOOLS
• C/C++	• GitHub	• Visual Studio Code
• R	• HTML/CSS	• Emacs
• Python	• Linux	• Microsoft Teams
• Java	• MySQL	• Command line interface

ACADEMIC/PERSONAL PROJECTS

WEB SCRAPPING *– R for Data Science | STAT260*   *March 2023*
- Implemented a web scraping script using R to extracted 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 – GPA 3.5/4.33*   *May 2022 – May 2025*

ASSOCIATE DEGREE IN COMPUTER SCIENCE *– Langara College – GPA 3.0/4.0*   *May 2020 – May 2022*

CERTIFICATION

DATA ANALYTICS SKILLS CAMP – *Simon Fraser University*   *September 2023*

ALGORITHM TOOLBOX – *University of California San Diego*   *September 2023*

SUSTAINABLE DEVELOPMENT GOALS TRAINING – *United Nation, Sustainable Development Goals Advocates*   *January 2022*

2019 YOUTH GOOD NEIGHBOURS AWARD – *Associate of Neighbourhood Houses BC*   *September 2019*