Marlin Banh

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Skills

Back-end: Java, C#, C++, Swift, Python, Node.js
Website Development: HTML, CSS, JavaScript, React.js, Vue.js
Database: PostgreSQL, Microsoft SQL Server, CoreData
Operating Systems: Linux, Unix, MacOS

Education

Master of Science in Computer Science
Seattle University, Seattle, WA (January 2024 – June 2026)
Bachelor of Science in Computer Science & Software Engineering
University of Washington, Bothell, WA (September 2021 – June 2023)
Associate in Arts & Sciences
Bellevue College, Bellevue, WA (September 2019 – June 2021)

Work Experience

Software Development Engineer Internship, Amazon.com Services LLC (*January 2025 – April 2025*)
- Interning as a Software Development Engineer during Winter 2025

Software Development Engineer Internship, Whimsy Walks (*March 2023 – June 2023*)
- Refined and elevated the visual aesthetics of the website, implemented a dynamic mapping feature based on user locations and an enhanced navigation function.
- Utilized HTML, CSS, JavaScript, and related libraries for front-end and back-end development.
- Improved website productivity, receiving an impressive 80% positive user experience feedback.

Tutor, Quantitative Skill Center - UW Bothell (*September 2022 – June 2023*)
- Assisted students in understanding quantitative homework assignments, specializing in Java, C++, Assembly, Python, and C.
- Provided guidance on data structures and algorithms, fostering a better understanding of problem-solving techniques.

Projects

Inventory Management Application
- Implemented an application to track stock levels, reduce overstocking, and optimize profit margins.
- Utilized **Swift**, **XCode**, and **CoreData** for design, function, and data engagement.
- Achieved a 40% reduction in time spent on stock tracking, improving overall business productivity.

Species Classification
- Developed an application to classify different animals, supporting newborn children.
- Utilized **Swift**, **XCode**, and **CreateML** for a machine-learning program.
- Trained the program with a large-scale dataset of distinct species' images.

Outbreak-PTO Game
- Applied knowledge in **C#**, **Unity** in designing the interface for the game and enhancing the sound effects of all the movements.
- Designed interfaces and enhanced sound effects, receiving a 73% positive review rate within two weeks of publishing.

Calendar
- Built a **Vue.js** calendar for effective time management among college students.
- Worked as a tester in a team of five to implement a versatile calendar displaying day, week, month, year, and local event storage.

Achievements

Quarterly Dean's List: 2022 - 2023
Golden Medals in April Olympics Competition in Math: 2017, 2018