

# Marlin Banh

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## SKILLS

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**Back-end:** Java, C#, C++, Swift, Python, Node.js

**Web:** HTML, CSS, JavaScript, React.js, Vue.js

**Database:** PostgreSQL, Microsoft SQL Server

**Operating Systems:** Linux, Unix, MacOS

## EDUCATION

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**Bachelor of Science in Computer Science & Software Engineering** Sep 2021 – June 2023

University of Washington, Bothell, WA

Coursework: Algorithm Designs, Data Structure, Discrete Mathematics, Software Engineering,

Database, Game Development, Hardware & Computer Organization

**Associate in Arts & Sciences** Sep 2019 – June 2021

Bellevue College, Bellevue, WA

Coursework: Algorithm Implementation, Data Structure, Program Design

## WORK EXPERIENCE

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**Software Development Internship**, Whimsy Walks Mar 2023 – June 2023

- Developed the appearance of the website, and implemented the dynamic map based on the users' locations and navigating function to the destination for the users to start walking
- Utilized knowledge in **HTML**, **CSS**, **JavaScript**, and related libraries for the front-end and back-end of the project
- Improved the productivity of the website, and received 80% positive reviews higher from users' experience

**Tutor/Coordinator**, Quantitative Skill Center - UW Bothell Sep 2022 – June 2023

- Assisted students with concepts related to a quantitative homework assignment based on the classes taken and discuss problem-solving techniques with the data structures and algorithm
- Specialized in **Java**, **C++**, **Assembly**, **Python**, and **C**

## PROJECT

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### Inventory Management Application

- Implemented an application that is able to keep track of the amount of stock, reduce overstocking, and gain a better profit margin
- Utilized **Swift**, **XCode**, and **Core Data** to create the design, function, and engage with the stored information
- Improved productivity of the business by reducing 40% the time to keep tracking stock

### Species Classification

- Purposed to develop an application with the ability to classify the different animals to support newborn children
- Utilized **Swift**, **XCode**, and related libraries to develop a machine-learning program that classifies different types of animals
- Trained the program with the large-scale of different species' images

### Outbreak-PTO Game

- Developed the game with the purpose is for students to relax after school and work
- Applied knowledge in **C#**, **Unity** in designing the interface for the game and enhancing the sound effects of all the movements
- Received 73% positive reviews after 2 weeks of publishing on campus and on social media

### Calendar

- Built the calendar using **Vue.js** and ran it using a browser or **Electron**
- Improved the ability of time management of college students in studying, working, and social life
- Worked as the tester in a group of five to implement a calendar that is able to display day, week, month, year, and store events locally

## ACHIEVEMENTS

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Quarterly Dean's List 2022 - 2023

Golden Medals in 2 consecutive years in the April Olympics Competition in Math 2017 - 2018