

Marlin Banh

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SKILLS

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

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

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

Inventory Management Application (<https://github.com/marlinism/GroceryApp>)

- 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 (<https://github.com/marlinism/SpeciesClassificationApp>)

- 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 (<https://github.com/marlinism/OUTBREAKPTO>)

- 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 (https://github.com/marlinism/Calendar_Vuejs)

- 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

Quarterly Dean's List 2022 - 2023

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