May Bui

408-303-8262 | mayxbui@gmail.com | linkedin.com/in/mayxbui | github.com/mayxbui

EDUCATION

DePauw University Greencastle, IN

Bachelor of Arts in Computer Science, Minor in Business Analytics *Aug. 2023 – May 2027*

Awards and Honors: Dean's List, Management Fellows, Women in Computer Science (ACM-W)
Coursework: Data Structures, Object-Oriented Programming, Database and File Systems, Mobile Development

RELATED EXPERIENCE

Lead Tech Instructor June 2025 – Aug. 2025

iD Tech Stanford *Palo Alto, CA*

- Designed and taught week long personalized curricula in Python, Java, and Roblox Studio camps for 10–12 students, demonstrating applied skills in computer science fundamentals, Luau scripting, and debugging
- Guided students to develop a password checking system, a text-based adventure, and a Roblox game, with 100% of campers showcasing projects by week's end, and achieved 95% student and parent satisfaction (post-camp surveys)
- Coordinated outdoor and overnight programming for over 90 campers, maintaining a 98% safety record with few incidents while collaborating with leadership to ensure inclusive, organized, and engaging camp operations

STEM Guide Jan. 2025 – Present

DePauw Computer Science Department *Greencastle, IN*

- Tutored 20 students in introductory CS coursework through one-on-one sessions, with 85% of students reporting improved comprehension on post-session feedback forms
- Coordinated and manage student appointments, delivering tailored educational support, and contributing to a 15% average improvement in course exam scores among regular attendees
- Consulted with the course professor in weekly check-ins to track student progress and identify learning gaps early

LEADERSHIP EXPERIENCE

Tech Assistant & Event Coordinator Oct. 2024 – Present

ACM-W DePauw University Chapter *Greencastle, IN*

- Conducted a technical workshop on a real-time waste detection system using Google Teachable Machine and Python with 23 attendees achieving an 85% model accuracy rate in live classification
- Moderated a panel of 4 student interns, sharing internship strategies with an audience of 54 students. Post-event surveys showed a 92% increase in student confidence in pursuing tech internships
- Directed TigerHacks, a two-week hackathon with 62 participants, coordinating workshops on full-stack development and AI integration with OpenAI's API, resulting in 15+ completed prototype projects and presentations

PROJECTS

Object Detection Workshop | *Google's Teachable Machine, Python, TensorFlow* March 2025

- Developed a waste detection system using Google's Teachable Machine, Python, and TensorFlow, and designed learning materials to help 23+ participants perform hands-on experiments with object detection models

Flesh - Murder mystery game | *Java* December 2024

- Developed a text-based interactive adventure game in Java, incorporating object-oriented design principles (encapsulation, inheritance, abstraction, interfaces) and utilizing HashMap for efficient data storage and retrieval

Ouroborus - Snake game | *C++* February 2024

- Recreated the classic Snake Xenzia game in C++ using the Raylib library for graphics, 2D vectors for food placement, and a double-ended queue data structure to manage the snake's body and implement game mechanics

TECHNICAL SKILLS

Languages: Java, JavaScript, Python, HTML/CSS, C++, Lua
Frameworks: React, Vue
Databases: PostgreSQL, SQLite, MongoDB