MINH NGOC (EVELYN) VU

(626) 328-8682 | mngoc2603@gmail.com | https://github.com/mievenfall | https://www.linkedin.com/in/evelynvu

EDUCATION

CALIFORNIA STATE POLYTECHNIC UNIVERSITY, POMONA Pomona, California

Bachelor of Science in Computer Science, Minor in Data Science May 2024

- *GPA: 3.86* | *Honors/Awards:* Dean's List, President's Honor List, Edison STEM Scholar, STEM Advantage Scholar.

SKILLS

- *Languages:* Python, C/C++, Java, HTML, CSS, JavaScript, Dart, Kotlin.
- *Databases:* MySQL, PostgreSQL, MongoDB, elasticsearch.
- *Frameworks:* Scikit-Learn, Tensorflow, PyTorch, Flask, React, Flutter.
- *Tools:* Microsoft 365, Git, AWS, Postman, Jupyter Notebook, VS Code, PyCharm, Google Colab, Replit, Android Studio.

EXPERIENCE

SOUTHERN CALIFORNIA EDISON Rosemead, California

Data Engineer Intern May 2023 – May 2024

- Working with Information, Integration and Analytics Architecture (IIA) team in all aspects of Data Management, including Data Engineering and Warehousing.
- Developing innovative features for the company's web application on asset data management, the data obtained from the features is stored in company's elasticsearch database.
- Performing Quality Assurance on quarterly report of asset, resolved 2% of abnormal data in the report created.
- Researching availability of existing APIs in different production and testing environments and developed high-level RESTful API to consume processed information in an end-to-end website.

CALIFORNIA STATE POLYTECHNIC UNIVERSITY, POMONA Pomona, California

Research Assistant – College of Science August 2023 – May 2024

- Working under the Human-Centered, Adaptive, and Personalized Information Interaction research lab (hapii), led by Dr. Ben Steichen, in conducting a research study to investigate multilingual recommender systems. *[https://hapii-lab.github.io]*
- Collecting and storing eye gaze information in MySQL database using webcam with OpenFace library and Gazepoint eye tracker, then comparing and analyzing the collected data.
- Analyzing user's recommendation choices in research study to evaluate the multilingual search and recommender systems.

Research Assistant – College of Engineering August 2022 – May 2023

- Collaborated with Aerospace Engineering students in Unmanned Aerial Vehicles (UAV) Lab, led by Dr. Subodh Bhandari, to develop an Obstacle Detection and Avoidance System for UAVs.
- Developed a visual sensor in Python that can read QR codes with location coordinates, implemented the visual sensor to the Raspberry Pi camera for the UAV to detect drop-off locations.

UNIVERSITY OF SOUTHERN CALIFORNIA *Viterbi School of Engineering* Los Angeles, California

NSF Research Experience for Undergraduates (REU) – Robotics and Autonomous Systems May 2022 – August 2022

- Worked with Grounding Language in Actions, Multimodal, Observations and Robots lab (GLAMOR) in Natural Language Processing and Robotics field under Dr. Jesse Thomason. *[https://glamor-usc.github.io]*
- Developed a virtual agent in Python using AI2-THOR library in order to build a command understanding system that recovers from Automatic Speech Recognition and typographical errors.
- Implemented template-based semantics parsing and utilized Levenshtein distance to help the agent understand commands.

PROJECTS

STABLE DIFFUSION AI | *Python, HTML, CSS, JavaScript* View Project

- Developed the interface for Stable Diffusion, an AI image generator API where users generate any image based on their text-input prompts using ReactJS, hosted in AWS Amplify.

RESUMATE | *HTML, CSS, JavaScript* View Project

- Worked as a Lead Front-end Developer for a team of 5 in a job finding web-based application where users can upload their resumes and get their job recommendations using ReactJS, hosted in AWS Amplify.
- Created APIs using AWS API Gateway to connect back-end's AWS Lambda Functions and store user's data in AWS S3.

SQUARE UP: MAZE GAME | *Python* View Project

- Led a team of 5 in the development of a maze game strategy, utilized object-oriented programming, and user interface using Pygame, implemented and ensured a smooth gameplay experience.

CHANGE OF SCENERY | *HTML, CSS, JavaScript* View Project

- Developed an interactive website that helps enhance productivity with different options of mindfulness sceneries, a chill Spotify playlist and adjustable sound effects.
- Worked mainly on the functionality and implementation of timer in HTML/CSS/JavaScript, which is customizable for differential preferences and purposes.