Tuong-Minh (Mike) Vo

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EDUCATION

RMIT University Vietnam   Ho Chi Minh City, Vietnam

Bachelor of Infomation Technology in Artificial Intelligence; GPA: 3.50   *Oct. 2020 – Expected: Mar. 2025*

Seattle Central College   Seattle, WA, United States

Associate of Liberal Arts and Sciences; GPA: 3.00   *Sep. 2016 – Aug. 2017*

RELEVANT COURSEWORK

Database Application, Web Development, Fullstack Development, Data Structures and Algorithms, Software Engineering Design, Building IT Systems, Machine Learning, Practical Data Science

PROJECTS

Open Source Vietnamese Keyboard for Keyman Input Method Editor

 miketvo/keyboards | *Keyman - Vietnamese Telex* | *Keyman - Vietnamese VNI*

- **Languages and Frameworks**: Python, Keyman Keyboard Language
- **Exhaustive Vietnamese Keystrokes Generator**: Utilized Python scripting to generate exhaustive syllable-based Telex and VNI keystrokes configurations for the Keyman Keyboard Language from scraped dictionary of Vietnamese word.
- **Open-source Collaboration**: Collaborated via GitHub with Keyman developers, managers, and user community to address bugs and deployment issues on Keyman App's established architecture.
- **Deployment**: Both Telex and VNI versions combined achieved over 34,000 downloads in total on Keyman website.

Imdupes

Open-source versatile image deduplicator inspired by fdupes | *miketvo/imdupes*

- **Languages and Frameworks**: Python, PyInstaller, Pillow, NumPy
- **Innovative Perceptual Hashing**: Achieved high-performance differentiating capability for images with transparency and minor differences by developing an in-house image hashing algorithm that utilizes both traditional perceptual hashing techniques and color histogram.
- **Deployment**: Successfully deployed the application on Homebrew and Scoop package managers for quick-and-easy cross-platform installation process on MacOS, Linux, and Windows.

Browser Game   Team Leader, Designer

 miketvo.github.io/404-page

- **Languages and Frameworks**: JavaScript, Phaser 3, Box2D, Webpack
- **UI/UX Design**: Helped lead my team develop a simple HTML game loaded onto the user's device whenever they encounter a 404 NOT FOUND error on my personal website. Repurposed from coursework project for COSC2083. Currently hosted using GitHub Pages.

Online Client Portfolio

 duonghanhi.netlify.app

- **Languages and Frameworks**: JavaScript, Gatsby, PostCSS
- **UI/UX Design**: Worked remotely with the client to design and develop a user-friendly and brand-concious UI/UX using Agile project managament methodologies.

Sepsis Prediction Model

 miketvo/rmit2023a-cosc2753-assignment1 | *Dataset: Kaggle - chaunguynnghunh/sepsis*

- **Languages and Frameworks**: Python, Scikit-Learn, Pandas, Seaborn
- **F1 Score**: Achieved a F_1 score of 0.86 using a customized Bagged Tree model and robust data cleaning and preprocessing pipeline.

SKILLS

- **Languages**: Python, SQL, Java, C/C++, JavaScript, PHP, HTML/CSS, Lua, Bash, Batch, Powershell, TeX
- **Technologies**: MongoDB, MySQL, GatsbyJS, NextJS, Vite, Express, Tensorflow, Keras, OpenCV, Pandas, React
- **Tools**: Jira, Git, Vim, Visual Studio Code, Linux, Jupyter Lab, Jupyter Notebook, Jetbrains IDEs