
EDUCATION

- **RMIT University Vietnam** Ho Chi Minh City, Vietnam
Bachelor of Information 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**
🌐 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-conscious UI/UX using Agile project management methodologies.
- **Sepsis Prediction Model**
🐙 miketvo/rmit2023a-cosc2753-assignment1 | 📄 Dataset: Kaggle - chaungwynnghunh/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