

Education

Tufts University

Computer Science, GPA 3.94

2015-2019

Skills

- Languages: Python, C, C++, JavaScript, HTML, CSS, Matlab
- Frameworks: Qt, PyQt, jQuery, Node.js, Bootstrap, Twisted, TensorFlow
- Softwares: Git, pylint, Heroku, Postman
- OS: Linux, macOS, Windows

Experience

EditShare, LLC

Software Engineering Intern

Watertown, MA

Summer 2017

- Implemented a new storage solution based on a Linux file system.
- Implemented a server API using Twisted Perspective Broker framework to handle Remote Procedure Calls (RPCs).
- Created a cross-platform Graphical User Interface application using the Qt and PyQt frameworks allowing users to make RPCs to the server API.

Tufts University Human - Robot Interaction Laboratory

Research Intern

Medford, MA

Fall 2016 - Spring 2017

- Implemented the Python version using TensorFlow for the neural field model for real time speech perception project.
- Participated in discussions on how to improve the prediction accuracy of the model.

Hanoi University of Science High School for Gifted Students (HUS - HSGS)

Computer Science Olympiad Team Trainer

Hanoi, Vietnam

Summer 2016

- Prepared the HUS HSGS Computer Science Olympiad Team, one of the best in Vietnam, for national and international competitions such as the International Olympiad in Informatics.
- Taught how mathematics concepts and theorems such as the Hall's marriage theorem or the invariant principle can be applied in computer science.
- Introduced the students to various advanced data structures, such as Binary Indexed Tree and Interval Tree, and their applications.

Projects

Neural Field for Speech Recognition

Python program

- Re-implemented the neural field model program in Python using TensorFlow for better scalability and efficiency given the initial implementation of the model in C++.
- Doubled the maximum size of the sound data set processable by the model by using sparse tensors.
- Modularized the implementation of the neural network by utilizing tensor slicing and joining, allowing the model to support any given number of neural field layers.

Gomoku AI

Python and C++ program

- Built two different Artificial Intelligence (AI) programs that can play the game Gomoku.
- Implemented the first AI using a move score calculation rule based on a defensive strategy. The AI followed roughly 80% of predicted moves.
- Implemented the second AI using the Minimax Algorithm to determine the best possible move under the assumption that the opponent also played an optimal game.
- Conducted research to see how a third AI can be implemented using deep learning.

Trailer Nailer

Web application

- Built a web game that allows players to test their movie recognition ability by watching trailers.
- Stored information of roughly 200 movies from 5 different genres using MongoDB, and implemented a web server using Node.js to respond to movie information queries.
- Embedded in-game movie trailer videos through YouTube API.
- Enabled players to log in to Facebook, introduce the game and send challenges to friends using Facebook API.

Image Compressor and Decompressor

C program

- Used quantization of pixels and bit-level manipulations to compress each 2x2 pixel block into a 32-bit word.
- Reduced (on average) 66.7% in image size. Decompression restored (on average) 98.2% of the original image.
- Used C, written in Linux environment.