

NGHIEP CHINH LUU

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EDUCATION

Texas A&M University, College Station, TX

Dec 2021

Bachelor of Science in Computer Science; GPA: 4.00

Relevant Coursework: Data Structures and Algorithms, Computer System, Numerical Methods, Statistics

SKILLS

Expert in C/C++, proficient in Python, Pascal, Arduino, and X86 Assembly language

Proficient in Microsoft Office, familiar with game development software such as 3DS Max, Unreal Engine 4

Speak, read, and write efficiently Vietnamese; speak fluently Cantonese; basic skills in Mandarin

RELEVANT EXPERIENCE

Software Development and Competitive Programming

January 2013 – Present

- Developed several hobby projects and games using C/C++ and SDL2: Flappy Bird, Space Shooter, Buoyancy simulator, Image Resizer using Seam Carving algorithm
- Developed an application to manage donations for a non-profit organization Mars Initiative using C++
- Ranked 9 with Bronze Medal in South-Central regional ICPC (International Collegiate Programming Contest)
- Earned Encourage prizes in National Computer Science contests for high school students and Gold Medals in April 30th Olympic contests in Vietnam

Summer Internship at Texas Southern University, Houston, TX

June 2019 – August 2019

Undergraduate Researcher in Data Science

- Conducted research under supervision in Machine learning/ Deep learning and developed applications to classify dog breeds and to predict calories contained in food items based on images using Python
- Surpassed 80% accuracy in making prediction of over 130 different dog breeds with application

Project “Parkar”, Houston, TX

May 2019

Houston Hackathon 2019

- Introduced a solution for high-demand parking areas utilizing pre-installed devices such as parking sensors
- Implemented a simulation of solution in a parking lot using C/C++ and Dijkstra algorithm
- Completed application to generate 3 best available spots based on real-time updated data of parking lot

Project “I see you”, Self-project

April 2019

Realtime helper tool for League of Legends

- Created a tool with C/C++ and SDL2 to keep track of a champion throughout the game in real-time, alerting the player and the teammates when selected champion is revealed on mini map
- Succeeded in detecting more than 70 different champions using an experimental image recognition algorithm

Project “Blind stick”, Houston, TX

April 2019

HackHouston 2019

- Built a navigation stick for blind people using Arduino board and ultrasonic sensors
- Won 2nd Place at HackHouston 2019 with a derived version of the project, collision alerting phone case

Upcoming internships

- Software Engineer at Facebook

Summer 2020

- GPU Graphics Software team at Samsung

Fall 2020

WORK EXPERIENCE

All Car Collision, Houston, TX

August 2018 – April 2019

Front desk

- Coordinated with insurance companies and customers to get vehicles repaired as soon as possible
- Organized paperwork, maintained customer database, and administered finance and supplies
- Co-operated with car rental companies by picking up and delivering over 6 repaired vehicles a week

ACTIVITIES

Collegiate Programming Team (ICPC), Texas A&M University, College Station, TX

Since October 2019

Mars Initiative, Global fundraising organization

February 2019 – April 2019

Social Work Club, Le Hong Phong high school for the gifted, Vietnam

May 2014 – May 2016