

Hien Tu

☎ (365) 888 5087 • ✉ tun1@mcmaster.ca • in nguyen-gia-hien-tu • 🌐 nguyen-gia-hien-tu

Education

Bachelor of Applied Science, Honours Computer Science Co-op

September 2019 – April 2023

McMaster University, Hamilton ON

- Currently enrolled in **level 3** of the **4-year** program with a cumulative **GPA** of **4.0** on a 4.0 scale
- Received the McMaster Start Coding's Honarium for volunteering more than 40 hours with the organization
- Awarded the McMaster President's Entrance Award for achieving an average over 95% in high school
- Rewarded the Outstanding Book Award for a well-written academic paper during a Model United Nations (MUN) conference in high school

Related Coursework:

- Introduction to Programming - **Python**
- Databases - **DB2**
- Discrete Math with Applications (**A+**)
- Principle of Programming - **Java**
- Introduction to Software Development
- Data Structures and Algorithms (**A+**)

Skills

Programming Language: Python, Java, Bash, Haskell, Javascript

Software: Git, Pylint, Pytest, JUnit, Doxygen, Django, HTML, CSS

Other: Word, Excel, Powerpoint

Experience

Undergraduate Teaching Assistant

September 2021 – December 2021

Introduction to Computational Thinking

- Developed organization skills by preparing and conducting tutorials to assist students with their knowledge in **Haskell**
- Enhanced communication skills through consulting students on the course material using various communication channels, including emails and weekly office hours
- Conducted marking and provided feedback on student assignments, with approximately 200 submissions graded
- Exhibited time management skills by attending weekly meetings with the instructor to report current progress and discuss future work

Projects

DDO Vale Puzzle

July 2021

- Developed a logic puzzle game with a variety of board sizes from 3x3 to 9x9 using **Java**, **Swing** and **Launch4j**
- Applied programming knowledge learned in class and self-educated knowledge to create the game
- Improved knowledge on Object-Oriented Programming concept and problem solving skills after building the game

Sorting Visualizer

February 2021

- Designed a visualizer to visualize different sorting **algorithms** using **Python**
- Utilized in-class knowledge in Python and algorithms as well as self-taught knowledge in **Pygame** and **PyInstall** to program and export the visualizer

Covid-19 Awareness Game

March 2020

- Collaborated in a group of 4 in McMaster Start Coding club to create a game to help raising the awareness of Covid-19
- Built the game using the club website's tool, which is based on **Elm**

Extracurricular Activities

Simple Type Theory - Volunteering Research Assistant

May 2021 – August 2021

- Assisted professor in developing the Simple Type Theory textbook
- Improved critical and logical thinking through researching exercises, and discovered typographical and logical errors in the textbook
- Tested \LaTeX macros and environments for writing expressions and theories in the textbook

McMaster Start Coding - Volunteer and Facilitator

September 2019 – December 2021

- Visited schools and introduce children of different ages to Computer Science concept
- Taught children design thinking and programming to create pictures and games with an Elm-based tool

Professional Development Committee – Member

September 2019 – December 2019

- Advanced organization skills by assisting in setting up LinkedIn photoshoot night
- Demonstrated communication skills through discussions on organizing the Carnival Event for McMaster Faculty of Engineering
- Volunteered in setting up the Engineering Event of the McMaster Faculty of Engineering