

Minh Nguyen

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EDUCATION

Boston University, Graduate School of Arts and Sciences

Master of Science in Computer Science

Boston, MA

May 2024

- GPA: 3.84

Gettysburg College

Bachelor of Science in Computer Science and Mathematics

Gettysburg, PA

August 2017 - December 2021

- Honors: Magna Cum Laude

RELEVANT COURSES: Data Structures, Database, Artificial Neural Network – Machine Learning, Big Data, Computer Vision

EXPERIENCE

GlobalLogic

Python Developer

Austin, TX (Remote)

May 2024 - Present

- Engineered and refined Large Language Models for a top Fortune 500 technology company using Python, driving 25% increase in models' accuracy.
- Analyzed and improved model performance using advanced Python skills, delivering 15% increase in data analysis efficiency and informing strategic business decisions.

Informa Tech

Data Analyst Intern

San Francisco, CA

May - July 2023

- Developed a Python-based automation framework to streamline manual tasks in Excel, reducing processing time by up to 80% and eliminating potential human errors.
- Leveraged Pandas libraries to automate data extraction, validation, and transfer between Excel files, increasing data accuracy and improving overall productivity for power semiconductor analysis.

AN VUI Technology JSC

Mobile Application Developer

Hanoi, Vietnam

August 2020 - August 2022

- Led the development of more than 20 mobile applications on both iOS and Android platforms for top-tier transportation companies in Vietnam through Flutter framework.
- Integrated thermal printing capabilities with self-service SUNMI K1 kiosk machines, to enable widespread adoption by diverse businesses, including Hanoi's largest cinema, for ticket sales, and enhanced customer service.

Gettysburg College

Unity Developer Intern

Gettysburg, PA

June - August 2019

- Constructed a virtual reality project utilizing Unity engine and crafted an immersive VR environment with realistic lighting effects using C#, to elevate user engagement.
- Designed a 3D model of a historical Gettysburg Sachs Covered Bridge and created a captivating virtual reality representation of a 17th century Spanish theater through Blender.

SKILLS

Programming: proficient in Java, JavaScript, Python, C++, SQL, PHP, Dart, C#, HTML

Tools: proficient in Git, MySQL, MongoDB, Flutter, React, Next.js, Unity, Tensorflow, Spring Boot, AWS Amplify, Docker

PROJECT EXPERIENCE

Personalized Training Platform

- Forged a Next.js application integrating GPT API to offer personalized training plans, adapting to user profiles and goals for an enhanced fitness experience.

Springfest Ticketing

- Built an interactive user interface for a college event ticketing website using JavaScript and MySQL, enabling seamless access to events for a diverse community of over 6,000 students and boosting overall ticket transaction efficiency by 35%.

Industry Connect Platform

- Engineered a web application using Next.js for frontend and MongoDB, designed to connect students with real-world projects from companies through academic partnership, enriching students' experience.