

Tinh-Phong Nguyen

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Education

California Polytechnic State University — *San Luis Obispo*

San Luis Obispo, CA

Bachelor of Science in Computer Science

Overall GPA ~ 3.838

Expected Graduation - Spring 2026

Relevant Coursework: Project-Based Object-Oriented Programming and Design; Data Structures; Introduction to Computer Organization; AP Computer Science Apps; AP Computer Science Principles

Experience

4yourbusiness (High-Tech eBay Business) — *Operations Technician*

Hayward, CA

June 2020 - July 2023

- Tested incoming equipment and ensured that they were ready for sale through processing, packaging, and shipping sales orders within a limited time
- Communicated with a team in order to get products shipped on time
- Helped the company generate thousands of dollars in profit through the testing of various hard drives, expensive switches, and servers
- Experienced with server networking, mainly utilizing the PuTTY OS

Boba Bliss (Boba Shop) — *Shift Leader*

Dublin, CA

October 2021 - July 2022

- Directed teams of six to eight people during 5-hour shifts
- Kept people on track to complete all drinks on time
- Trained workers and collaborated with the team to sell/prepare ~800 daily orders

Gia Dinh Phat Tu (Buddhist Youth Group) — *Team Leader*

Hayward, CA

September 2017 - January 2021

- Lead large groups and teams through activities and traditional celebrations
- Organized annual games and community performances for over 100 people
- Taught a class of students key Vietnamese concepts and organization skills every week

Skills

- Technical Skills: | Python + CircuitPython | HTML | CSS | NetLogo | Java | DaVinci Resolve 16
- Interpersonal Skills: | English | Vietnamese | Leadership | Teamworking | Problem Solving | Communication

Projects

Chess AI Project — *December 2022 - June 2023*

- Created a functioning AI chess robot with Sigma Phi Delta Professional Engineering Fraternity
 - Utilized the Monte Carlo tree search in Python
 - Trained our own AI models using the TensorFlow library
 - Worked with a mechatronics team to create a functioning AI chess robot

Image Manipulation Project — *March 12th, 2019 - March 29th, 2019*

- Used Python to create image manipulations for a Client: Grayscaled image with logo; bordered image made from the utilization of masks; a customizable border; a triple border; and a distorted image

Chemistry Super Mario Bros — *November 9th, 2020 - December 3rd, 2020*

- Modified to fit a chemistry theme and simplified the number of features in the Nintendo Super Mario Bros video game
- Utilized various Java game libraries and Greenfoot IDE