Tinh-Phong Nguyen

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EDUCATION

California Polytechnic State University

San Luis Obispo, CA

Bachelor of Science in Computer Science (GPA: 3.8/4)

June 2026

• Relevant Coursework: Programming Languages; Intro to Software Engineering; Design and Analysis of Algorithms; Systems Programming; Discrete Structures; Data Structures; Computer Organizations; Project-Based Object-Oriented Programming and Design; Fundamentals of Computer Science; Linear Analysis

EXPERIENCE

Full-stack Software Engineering Intern

June 2024 – Aug. 2024

Pleasanton, CA

4yourbusiness INC.

- Implemented a full-stack web-application/desktop program utilizing MySQL, React.js Express.js and Electron.js to enhance and automate company inventory management, resulting in improved accuracy and seamless operations by 59%
- Directed a strategic migration effort from Microsoft Access to MySQL, integrating data migration tools that enhanced system reliability while reducing data retrieval times, resulting in a 25% improvement in operational efficiency
- Integrated eBay Selling and Browse APIs to facilitate inventory tracking which improved listing/inventory efficiency by 43%

Operations Technician

Oct. 2021 – July 2023

4yourbusiness INC.

Hayward, CA

- Leveraged server networking and PuTTY terminal emulator to perform health checks, data wiping, and integrity checks on equipment for sale, contributing to over \$40,000+ in profits
- Delivered tailored technology solutions to support the operational needs of 100+ enterprises across the globe
- Inspected and packaged incoming equipment and products, guaranteeing the dispatch of shipments, enhancing the company's vendor ratings by 51%

Projects

Adaptive Multi-Restaurant Web Application | React, JavaScript, Bootstrap, Git

June 2024 – Aug. 2024

- Engineered responsive front-end web applications for the business development of 3 restaurants, connecting users to one platform and producing 35% more traffic among the websites
- Incorporated React's component-based architecture to create reusable and maintainable UI components, enhancing code efficiency and reducing development time by **2 work weeks**
- Orchestrated a series of code review sessions that engaged a cross-functional team of 8 developers, ensuring adherence to best practices and achieving a 30% improvement in code quality metrics as measured by error rates.

Chess AI Project | Python, TensorFlow

Dec. 2022 – June 2023

- Deployed an advanced AI chess robot in collaboration with **Sigma Phi Delta** Professional Engineering Fraternity, resulting in a **1500** chess rating
- Harnessed Alpha Beta Pruning algorithms, reducing search tree navigation time by 80%
- Trained AI models with **TensorFlow Library** on a dataset of **100,000** Lichess games, breaking ties with a **Convolutional Neural Network** and achieving a **90%** accuracy rate in predicting optimal moves

OOP Simulation Project | Java, IntelliJ, PApplet

Dec. 2022 – June 2023

- Refactored a large and unorganized program containing a Virtual World with 10+ entities roaming the world using PApplet, improving code readability by 75%
- Applied AStar pathing algorithms with the Entities in the program, increasing simulation efficiency by 25%

TECHNICAL SKILLS

Languages: Java, Python, C, SQL, JavaScript, HTML/CSS, Assembly

Frameworks: React, Node.js, Spring, Express.js, Electron.js, Bootstrap, Tailwind, Material-UI

Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, MySQL, Microsoft Access, VIM, Linux CLI

Libraries: TensorFlow, NumPy, Matplotlib