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

4yourbusiness INC.

Pleasanton, CA

- 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%
- Engineered the migration of legacy data from Microsoft Access to MySQL using advanced custom scripts and data migration tools, significantly enhancing database performance, scalability, and reliability
- 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

- Utilized 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 punctual 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 dynamic platform and producing 35% more traffic among the websites
- Utilized React's component-based architecture to create reusable and maintainable UI components, enhancing code efficiency and reducing development time by **2 work weeks**
- Demonstrated teamwork skills by effectively using GitHub for version control, participating in collaborative development workflows, and contributing to code reviews to ensure high-quality code and project success

Chess AI Project | Python, TensorFlow

Dec. 2022 – June 2023

- Engineered an advanced AI chess robot in collaboration with **Sigma Phi Delta** Professional Engineering Fraternity
- Implemented Alpha Beta Pruning algorithms in Python to optimize search tree navigation
- Trained AI models with **TensorFlow Library** on a dataset of Lichess games, breaking ties with a **Convolutional Neural Network**

OOP Simulation Project | Java, IntelliJ, PApplet

Dec. 2022 – June 2023

- Refactored a large and unorganized program containing a Virtual World with multiple Entities roaming the world using PApplet
- Utilized **SOLID** design principles as well as UML Diagrams to ensure the program followed proper **Object** Oriented Design
- Applied AStar pathing algorithms with the Entities in the program and added new art, animation, functionality, and music to the original program

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