

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

- Employed a full-stack web application/desktop program utilizing **MySQL, React.js, Node.js, Express.js and Electron.js** to improve and optimize company inventory management, resulting in improved accuracy and seamless operations by **59%**
- Led a strategic migration process 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
- Incorporated eBay Selling and Browse APIs to facilitate inventory tracking, enhancing listing/inventory effectiveness

Operations Technician

Oct. 2021 – July 2023

4yourbusiness INC.

Hayward, CA

- Performed health checks, data wiping, and integrity checks on equipment for sale, leveraging server networking and PuTTY terminal emulator, which contributed to over **\$200,000+ in profits**
- Delivered tailored technology solutions to support the operational needs of **100+** enterprises across the globe
- Inspected and packaged incoming equipment, 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
- Implemented React component-based architecture and built reusable UI components, maintaining high code efficiency and reducing development time by **2 work weeks**
- Spearheaded a series of code review sessions that included a cross-functional team of 8 developers, following practices that led improvement in code quality metrics 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 Monte Carlo Simulations and Alpha-Beta Pruning Algorithm, which minimized time in search tree navigation by **50%**, imposing intelligent decision making and probabilistic search strategies.
- Trained AI models with **TensorFlow Library** on a dataset of **100,000** Lichess games which broke ties with **Convolutional Neural Networks**, achieving a **90%** accuracy rate in predicting optimal moves

OOP Simulation Project | *Java, IntelliJ, PApplet*

Dec. 2022 – June 2023

- Refactored a large and unstructured program containing a Virtual World with **10+ entities** roaming the world using PApplet, which improved code readability by **95%**
- Applied the **AStar** Pathing Algorithm, combining its heuristic function with the cost to reach a target, which increased the capability of entities' ability to track each other

TECHNICAL SKILLS

Languages: Java, Python, C, SQL, JavaScript, HTML/CSS, RISC-V 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, Axios, Material UI, React Router DOM