**Phuoc Nguyen**

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**EDUCATION**

**University of the Pacific,** Stockton, CA Expected: Dec. 2025

Bachelor of Science, Computer Science GPA: 3.77

▪ Relevant coursework: Parallel Programing, Data Structure, Design and Analysis of Algorithms, Artificial Intelligence, Data Analytics, Linear Algebra, Intro to Statistics, App Development, Operating Systems, Programming Languages, Machine Learning, Computer Simulations, Web Development

**WORK EXPERENCE**

**Tutor – General Academic Tutoring Center** Aug. 2023 – Dec. 2023

▪ Supported students with exam preparation and homework on math and programming classes

**Undergraduate Researcher – University of the Pacific**

Dr. Julia Olivieri – scRNA-seq data analysis Aug. 2024 – Present

▪ Performed primary component analysis on scRNA-seq data

▪ Simulated other datasets using SPARSim to compare primary components

▪ Visualize data in R

**SKILLS**

Python, Java, C/C++, TensorFlow, PyTorch, OpenCV, pandas, scikit-learn, NumPy, Git, Linux, Bash, Docker, R, JavaScript

**PROJECTS**

**Detecting sign language** (Python) Jun. 2024 – Aug. 2024

▪ Wrote Python script to preprocess data – WLASL, a dataset of 12000 videos describing 2000 common English words – into images and XML files

▪ Utilized OpenCV for computer vision, and trained mobile\_v2, a lightweight convolutional neural network model for real time image recognition

**Connect 4 with AI** (Python) Nov. 2023 – Dec. 2023

▪ Implemented Minimax algorithm to replicate the game Connect 4 for an AI agent against human

▪ Implemented Pygame library to animate the game

**Object Oriented 101 website (HTML, CSS, JavaScript, PHP)** Oct. 2024 – Dec. 2024

▪ Designed the rough layout of the website using Figma in a team of 3

▪ Led the front-end development of the website with HTML and CSS

▪ Developed and tested back-end code compiler/interpreter for users to practice programming on the website in JavaScript, PHP, and Flask

**Surviving Southwest RPG 2-D game** (Java) Apr. 2023 – May 2023

▪ Utilized OOP techniques in game loops, designing maps, obstacles, puzzles, enemy pattern

▪ Used GitHub for teamwork collaboration, including debugging and reviewing, between 5 members

**Estimating Pi** (C)Feb. 2024 – Mar. 2024

▪ Implemented POSIX Pthreads API and mutex lock in Ubuntu Linux environment to parallelize a serial program that estimates the value of Pi

▪ Documented its scalability and efficiency as number of cores increased

**Hotel room booking – data analysis (R)** Apr. 2023 – May 2023

▪ Analyzed and visualize correlations to determine relationships between factors that can affect room booking of a hotel in R

**LEADERSHIP/CAMPUS INVOLVEMEN****T**

**Theta Tau – Professional Engineering Organization** Nov. 2022 – present

▪ Positions held: Professional Development Coordinator, Executive Board member – Corresponding Secretary