

# Phong Dinh

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## EDUCATION

### University of Massachusetts-Amherst (Class of 2024)

Sept 2020 - May 2024

- **Major:** Bachelor of Science in Computer Engineering

### Monash University (Class of 2026)

Mar 2025 - Dec 2026

- **Course:** Master of Artificial Intelligence

## WORK EXPERIENCE

### Avocademy(YC) (United States)

May-Aug 2023

#### Front End Developer Intern

- Contributed to the revamp of the company's internal tools' UI using React and CSS, improving loading time by 100% and enhancing user navigation.
- Developed, implemented, and improved 8 components for the company's main website, achieving 90% functionality using HTML, JavaScript, React, and CSS.
- Wrote unit tests using JEST to verify the functionality of 3 components.

### FPT Software (Hanoi, Vietnam)

May-Aug 2022

#### Software Engineer Intern

- Optimized the employees' performance tracking by developing and improving 4 website features using JavaScript, TypeScript, HTML, and CSS, achieving over 95% accuracy.
- Cooperated with a mentor to test, debug, and update the website using customer feedback, gaining 100% customer satisfaction.

### Harmony Advanced Technologies (Hanoi, Vietnam)

Mar-May 2021

#### Software Engineer Intern

- Achieved over 90% functionality in the system by analyzing user feedback, and collaborating with other interns to test and fix bugs in 7 assigned applications using C# and C++.
- Designed and implemented a human resource management application prototype that enhances data management using Winform, C#, and XML.
- Led the development enhancement of 3 applications and 1 website using Java, JavaScript, HTML, and AngularJS, ensuring optimal performance and 100% user satisfaction.

## PROJECT EXPERIENCE

### Courtside Insight (Git: [https://github.com/phong1612/Courtside\\_Insight.git](https://github.com/phong1612/Courtside_Insight.git))

Sep 2023 - May 2024

- Developed a system that utilizes Machine Learning and Computer Vision to detect basketball game statistics as the software lead using Pytorch, Yolov8, and TensorFlow.
- Calculated each player's shooting percentage and the game's score using Python and OpenCV.
- Trained the model to reach up to 95% accuracy when testing with different footage.
- Display the data on an iPhone app named **Courtside Insight** in real-time with a delay of 0.3 seconds using Swift and Python.

### Note App (Git: <https://github.com/phong1612/ToDoList.git>)

Mar 2024-Mar 2024

- Developed a user-friendly note app for iOS using Swift, allowing note adding, editing, and deleting.

### Countdown Website (Git: <https://github.com/phong1612/CountDown.git>)

Oct 2023-Oct 2023

- Developed a user-friendly website that can accurately calculate the time remaining until the user-selected date using HTML/CSS and JavaScript for the front-end and logic.

### HRM application

Apr 2021-May 2021

- Created a human resource management application using C# and XML for over 1000 employees in real-time using fingerprints via a scanning system created with an Arduino kit and a fingerprint scanner.

## TECHNICAL SKILLS

**Programming Languages:** C#, C/C++, Python, Java, JavaScript, HTML/CSS, React, TypeScript, Swift

**IDE:** Visual Studio Code, IntelliJ, Visual Studio 2019, Xcode

**Framework:** ReactJS, AngularJS, SQL, .NET, JEST, Docker, FPGA.

**Office skills:** Word, Excel, PowerPoint, Outlook.

**Project Management Tools:** JIRA, Git, Trello