PHUONG Q. NGUYEN NGOC

phuongqnguyenngoc@gmail.com | github.com/phuongqnguyenngoc

EDUCATION

Colby College, Waterville, ME — **Bachelor of Arts, May 2023**
Major: Computer Science; **Minor**: Economics — **GPA:** 4.1/4.3 (**Major:** 4.0)
Relevant courses: Mathematical Data Analysis & Visualization, Intro to Statistics & Data Science, Data Structures & Algorithms, Computer Organization, Linear Algebra, Computer Game Design, Programming Languages, Multivariable Calculus & Series, Financial Accounting, Principles of Microeconomics, Principles of Macroeconomics
Award: The Linde Packman Lab for Biosciences Innovation Grants – Colby College (2021)

University of Oxford, Oxford, UK — **Visiting Program, Oct 2021 – Jun 2022**
Major: Computer Science; **Minor**: Economics — **GPA:** 3.9/4.0
Relevant courses: Machine Learning, Databases

SKILLS

Proficient: Python, Java, Jupyter notebook, Azure DevOps, GitHub, Selenium, Postman
Familiar: Computer Vision, TensorFlow, Keras, scikit-learn, Agile Methodologies, Jira, JavaScript, HTML, C, Power BI, R

RELEVANT EXPERIENCE

The Jackson Laboratory — **Bar Harbor, ME**
DevOps Engineer Intern *(Azure DevOps, Power BI, Postman, Python)* — **June 2021 – August 2021**
Collaborated in a team of DevOps Engineers on 3 major projects:
- Designed a common data model that harmonizes data coming from three different sources into a standard schema that is universal in the medical profession to enable data sharing across platforms and institutes
- Constructed an end-to-end pipeline that cleans, restructures, and codifies over 1600 medical test results using Azure DevOps to support genomics research on cancer
- Streamlined the data transformation process by building a data portal to replace the current data import method using Excel

VNG Corporation — **Hanoi, Vietnam**
Machine Learning Engineer Intern *(TensorFlow, Keras, Python)* — **September 2020 – June 2021**
- Built and trained deep learning models that handled specific tasks, constituting a sequence of models in the engine pipelines
- Boosted the accuracy of a receipt recognition engine by 25% by building a regression model that outputs the skew angle of the input images and a classification model that categorizes the receipts of 5 supermarkets
- Achieved a 99.93% accuracy for an Optical Character Recognition (OCR) model that reads Vietnamese ID documents, playing the core role in a technology that digitalizes the customer onboarding process in banking

Outdoorly — **New York, NY**
Software Engineer Intern *(Selenium, Beautiful Soup, Pandas, Python)* — **May 2020 – August 2020**
- Created web scraping tools that extracted data from websites that synthesized information about professional outing trainers and service providers
- Enriched the company's database of prospective partners by approximately 1,000,000 data points using the tools

Colby ITS Support Center — **Waterville, ME**
Student Technician — **September 2019 – March 2020**
- Diagnosed and troubleshot classroom's technical issues to ensure the least interrupted learning experience
- Consulted students and faculty members with the installation and usage of software and hardware to help them leverage the technological tools that the school offers

JCS Everpia — **Hanoi, Vietnam**
Research Assistant — **May 2018 – September 2018**
- Conducted interviews and collected data to investigate the public brand perceptions and domestic practices
- Crafted 4 user personas by analyzing data quantitatively and qualitatively
- **Project**: Ethnographical Research on Hanoians' Practice Around Sleep

PERSONAL PROJECTS

Handwriting Recognition *(Jupyter notebook, NumPy, SciPy, matplotlib, Python) [link]* — **May 2021**
- Implemented Principal Component Analysis and a Radial Basis Function Neural Network from scratch to recognize handwritten digits with an accuracy of 90% on MNIST test set

Email Spam Classification *(Jupyter notebook, NumPy, SciPy, matplotlib, Python) [link]* — **May 2021**
- Implemented the Naïve Bayes and K Nearest Neighbors (KNN) algorithm from scratch to classify emails into spam or ham with an accuracy of 84% (using Naïve Bayes) and 92% (using KNN) on Enron spam email dataset

War over Sushi Bar game project *(LCM, Python) [link]* — **January 2020**
- Led a team of 3 developers to program an offline 2-player shooting game whose setting is in a sushi restaurant
- Integrated Lightweight Communication Marshalling to build a simple server and enable the game to be played on 2 computers

EXTRACURRICULAR ACTIVITIES

Developer Student Club, Vietnam National University — **Hanoi, Vietnam**
Public Relations (PR) lead — **October 2020 – September 2021**
- Headed a team of 4 PR members to manage the club's publicity campaigns