

PHUONG Q. NGUYEN NGOC

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EDUCATION

Colby College, Waterville, ME

Major: Computer Science; **Minor:** Economics

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

Award: The Linde Packman Lab for Biosciences Innovation Grants – Colby College (2021)

University of Oxford, Oxford, UK

Major: Computer Science; **Minor:** Economics

Relevant courses: Machine Learning, Databases

Bachelor of Arts, May 2023

GPA: 4.1/4.3 (**Major:** 4.1)

Visiting Program, Oct 2021 – Jun 2022

GPA: 3.9/4.0

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

DevOps Engineer Intern (Azure DevOps, Power BI, Postman, Python)

Bar Harbor, ME

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

Machine Learning Engineer Intern (TensorFlow, Keras, Python)

Hanoi, Vietnam

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

Outdoorsly

Software Engineer Intern (Selenium, BeautifulSoup, Pandas, Python)

New York, NY

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

Student Technician

Waterville, ME

September 2019 – March 2020

- Diagnosed and troubleshoot 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

Research Assistant

Hanoi, Vietnam

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
- Expanded the club's network by collaborating with 3 other Tech societies and inviting speakers to the club's events