Ryan Dung Pham

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EDUCATION

California State Polytechnic University, Pomona   **Expected Grad. May 2026**
B.S. Computer Science   GPA: 3.91

SKILLS

Languages: Python, Java, C++, C#, JavaScript, HTML, CSS, SQL
Technologies: React, Git, MongoDB, TensorFlow, PostgreSQL

EXPERIENCE

CIC | PCUBED Data Science Summer Research Project   **Fullerton, CA**
Research Scholar   June 2023 - August 2023
- Developed a machine learning model using Python, leveraging libraries such as Matplotlib and Pandas for data visualization and analysis
- Utilized the Adam optimizer to enhance model performance and efficiency in predicting California gas prices, achieving an 80% accuracy rate
- Conducted data cleansing and preprocessing techniques to ensure data integrity and accuracy, optimizing model training and evaluation

NASA L'SPACE Program   **Remote**
Researcher   August 2023 - June 2023
- Developed and maintained Gantt charts to track project timelines, milestones, and dependencies, ensuring efficient project management and adherence to deadlines
- Managed budget allocations and expenditures, utilizing financial analysis techniques to optimize resource utilization and cost efficiency
- Oversaw programs associated with the mock rover exploration initiative, coordinating activities related to mission planning, equipment procurement, and team coordination
- Collaborated with interdisciplinary teams to analyze project requirements, identify potential risks, and develop mitigation strategies to ensure project success

Code Ninjas   **Fountain Valley, CA**
Programming Instructor   March 2023 - April 2024
- Educated 100+ students of various ages and skill levels, ranging from pre-K to high school, using interactive teaching models
- Developed and implemented curriculum for teaching programming languages such as Python, JavaScript, Java, and C#
- Led game development camps in Unity and Roblox Studio
- Introduced students to Tinkercad, a 3D design and modeling tool, to enhance their understanding of spatial reasoning and engineering concepts

PROJECTS

- **UCI Event Organizers Website (React.js, CSS, Selenium, Google Maps API, JavaScript):**
  Collaborated with a team to create a website for UCI event organizers, making it easier to manage and access event information. Used Selenium to automatically scrape event details, including summaries, schedules, and locations, from UCI's event page. Integrated the Google Maps API to provide users with optimized navigation routes to events. Developed a responsive and user-friendly frontend using React.js to ensure an engaging and easy-to-use interface.
- **AniSim (React.js, CSS, Flask, spaCy, MySQL, Bootstrap, AniList API, Python, Node.js, Express.js, JavaScript):**
  Developed and designed AniSim, an interactive web application for recommending searched anime based on anime similarities. Used React.js and Bootstrap to create a dynamic and responsive frontend, making the interface engaging and easy to use. Implemented Flask for backend logic, with spaCy for analyzing and comparing anime plots. Utilized SQL for secure user authentication and integrated the MyAnimeList API to access detailed anime data. This setup allowed users to see similarity scores between different anime.
- **Personal Portfolio Website (React.JS, CSS, JavaScript)**
  Developed a personal portfolio website using React.js, CSS, and JavaScript to showcase projects, skills, and experiences. Implemented responsive design, interactive animations, and a contact form.

RELEVANT COURSEWORK

Data Structures and Advanced Programming
Orange Coast College · 2023
- Studied advanced data structures and algorithms, focusing on efficient data manipulation and optimization techniques

Big Data Analytics and Cloud Computing
California State Polytechnic University, Pomona · 2024
- Studied advanced techniques for processing and analyzing large datasets using cloud-based technologies