

Stephanie Pham

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EDUCATION

Fountain Valley High School - GPA: 4.6 (Weighted); 4.0 (Unweighted)

2020 - 2024

University of California, Los Angeles - B.S. in Mathematics & Computer Science, Minor in Data Science Engineering

Expected June 2027

Relevant Courses - Programming in C++, Calculus of Multivariable, Linear Algebra, Differential Equations, Discrete Structures, Physics Mechanics, Data Structures and C++, Computational Statistics, NVIDIA Deep Learning Course, Machine Learning

EXPERIENCE

UI/UX Graphic Designer | Orange County, Ca

Click and Captured, Blossomed By Rose, Splash Pickleball

2021 - 2023

- Conceptualize and create visual designs for a variety of mediums, such as logos, websites, advertisements, and products.
- Familiar with industry-standard software such as Adobe indesign, illustrator, figma, and canva to create digital assets.
- Establish strong brand identities by designing and developing websites and user interfaces for small startups with HTML.

PERSONAL PROJECTS

Full-Stack Web Development | Tony's Tailoring Portfolio Website (Tony's Tailoring)

- Designed and launched a website using HTML, CSS, and JavaScript to highlight tailoring services, testimonials, etc.
- Configured GitHub version control, GitHub Pages hosting, and Namecheap DNS, enabling seamless deployment.
- Enhanced business with sitemaps, SEO optimization, interactive testimonials, and embedded Google Maps for accessibility.

Independent Research | Activated Carbon in Water Filtration

- Project received a 2nd place award from the Orange County Water District in the OC Science and Engineering Fair.
- Develop activated carbon using alternative bases, enhance water filtration efficiency, reduce reliance on limited resources.
- Designed and executed experiments, using Excel to create data visualizations to compare absorption levels across bases.

Python Chatbot | Travel Chatbot for Hotel & Transportation Recommendations

- Used Python, Visual Studios, and Github Version control to work with a team of coders and integrate OpenAi, Langchain.
- Integrate Amadeus API for real-time data. Optimizing for scalable, budget-friendly travel planning using Render and Vercel.
- Developed a session-state dictionary to store user history interaction in between sessions, improving context continuity

C++ Game Development | Wordle-Inspired Game

- Develop a C++-based game modeled after Wordle, implement word selection, input validation, and a point system.
- Integrated file handling for storing word lists and tracking high scores, allowing for data persistence across sessions.
- Applied object-oriented design principles to modularize components (game engine, UI, data storage).

EXTRACURRICULAR

Data Science Resolution | University of California, Los Angeles, Ca

Data Analyst Project Lead

September 2024 - Present

- Lead a team of 5 in analyzing online shopping consumerisms and building predictive sales models and model training.
- Produce data-driven articles by analyzing datasets and generating visualizations in python Matplotlib, Seaborn, Pandas, etc.
- Explore trends and patterns, such as analyzing the virality of TikToks based on engagement metrics and population impact.

Bruin Sports Analytics | University of California, Los Angeles, Ca

AI Data Engineer & Tennis Analytics Consultant

March 2024 - Present

- Collaborate with UCLA D1 tennis team to develop player-specific analysis using Python (pandas, NumPy, scikit-learn).
- Convert match videos into structured datasets via a custom video-to-data pipeline; engineer features (serve accuracy, rally length, and win-loss metrics) and design interactive dashboards in Figma using collaborative ipynb jupyter notebooks.
- Present data-driven insights to coaches; maintain team collaboration through Git/GitHub and command-line workflows.

National Science Data Corps | University of California, Los Angeles, CA

AI Machine Learning Engineer

January 2025 - Present

- Co-developed an end-to-end model in Python that scrapes hotel listings from Booking.com and Airbnb using Selenium
- Designed and implemented a Streamlit UI/UX dashboard with destination, dates, budget, and model recommendations
- Orchestrated data pipeline and model deployment on Linux servers; version-controlled codebase via Git/GitHub.

SKILLS

Computer: Python, C++, Java, HTML, CSS, Adobe Indesign, Illustrator, Canva, Excel, Figma, Linux/Unix, Git/GitHub

Languages: Vietnamese, English, Spanish

Interests: Traveling, cafes, photography, data science, design, reading, cooking, data, mathematics, graphic design