

Steven Bui

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Third-year Computer Science student with strong background in software development, object-oriented programming, and data structures and algorithms, seeking a summer internship as a software engineer.

EDUCATION

Bachelor of Science in Computer Science – North Carolina State University, Raleigh, NC

Aug 2021 – May 2025

- **Honors:** Dean's List all semesters (GPA: 4.0/4.0)
- **Relevant Coursework:** Software Development Fundamentals, C and Software Tools, Data Structures and Algorithms, Discrete Mathematics for Computer Scientists, Introduction to Artificial Intelligence, Concepts and Facilities of Operating Systems for Computer Scientists, Software Engineering, Ethics in Computing

RELEVANT EXPERIENCE

BloodLink

Feb 2024

Hack_NCState – Raleigh, NC

- Led a small team to successfully develop a robust blood donation system under competitive pressure and an intense time constraint of one day.
- Optimized data querying and retrieval utilizing SQLite as a relational database management system.
- Incorporated APIs within backend logic to streamline frontend interactions with system and distance computations between donors and recipients.
- Designed the web application's user interface and experience using HTML and CSS.

PROJECTS

CoffeeMaker – Java, AngularJS, HTML, Spring Boot, Bootstrap, MySQL

Jan 2024 – Present

- Integrated MVC architecture by linking the web browser view for frontend interactions with service and controller classes for backend application logic.
- Tested and deployed REST API endpoints to facilitate web browser interactions by managing HTTP requests between frontend and backend components.
- Leveraged MySQL as a relational database for persistent data storage and optimized data retrieval.
- Designed the frontend web browser view in HTML for an intuitive, user-friendly interface and experience.

Minimax Connect Four Agent – Java

Aug 2023 – Oct 2023

- Utilized object-oriented software design principles to simulate an adversary agent competing against the user in a Connect Four game environment.
- Enhanced project runtime efficiency by heuristically pruning nodes in a recursive iterative deepening DFS algorithm.

TrailManager – Java

Mar 2023 – May 2023

- Created, tested, and implemented customized data structures to retrieve all landmark objects accessible from a given landmark within $O(n^2)$ runtime.
- Designed and applied optimal sorting algorithms to sort all trail distances within $O(n \log_2 n)$ runtime.
- Employed efficient search algorithms like BFS to determine all accessible landmarks in $O(V + E)$ runtime.

KEY SKILLS

- **Software Languages** Java, C, MySQL, HTML, CSS
- **Technical Proficiencies** GitHub, Git, Jenkins, REST API, Spring Framework, AngularJS, Hibernate

ACTIVITIES

NCSU Society of Asian Scientists and Engineers - Member

Jan 2024 – Present

NCSU Vietnamese Student Association - Member

Aug 2022 – Present