

Thomas Nguyen

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EDUCATION

University of California, Irvine

Sept 2023 - June 2027

Bachelor of Science in Computer Science

GPA: 3.74

TECHNICAL SKILLS

Relevant Coursework: Data Structures & Algorithms, Object-Oriented Design, Discrete Mathematics, Probability & Statistics, Computer Architecture, Operating Systems, Web Development

Languages/Skills: Python, Java, C++, JavaScript, TypeScript, SQL, HTML/CSS, Git, Linux

Frameworks: React, Node.js, Express, Flask, Flutter, PyTorch, Docker, AWS, Firebase, Redis

WORK EXPERIENCE

Software Engineer Intern

June 2025 – Sept 2025

SportsStake

Los Angeles, CA

- Developed production Flutter modules for lineup management, real-time player projections, and trading workflows using Riverpod-based reactive state management.
- Architected a scalable Node.js and PostgreSQL backend deployed on AWS EC2 with Docker containers, Nginx routing, and automated CI/CD pipelines via GitHub Actions.
- Optimized system performance through Redis caching, API batching, and indexed SQL queries, reducing response latency by 40% and improving throughput during peak traffic.

Undergraduate Research Assistant

June 2024 – Present

UCI Cognitive & Neural Computation Lab (CCNL)

Irvine, CA

- Created a behavioral-analysis pipeline aligning timestamps, reaction times, reward outcomes, and sequential choices into structured learning trajectories for contextual bandit experiments.
- Engineered React/TypeScript/Plotly visualization dashboards to surface latent cognitive patterns including exploration-exploitation transitions, uncertainty-driven drift, and strategy switching over thousands of trials.
- Developed an LLM-based centaur agent capable of recursive trial reasoning, reward-updating, and adaptive exploration to compare instability in human and artificial learning under distribution shift.

Machine Learning Research Assistant

Oct 2024 – Present

Calit2 – California Institute for Telecommunications and Information Technology

Irvine, CA

- Designed GRU, LSTM, and dual-encoder surrogate models to approximate spatiotemporal TTES heat propagation, achieving $8,900\times$ faster inference while maintaining physically consistent temperature profiles.
- Built an automated PyTorch training framework with MinMax scaling, sliding-window sequence extraction, synthetic scenario generation, and reproducible CUDA training seeds for controlled model comparison.
- Conducted robustness evaluations on 40+ out-of-distribution thermal profiles, analyzing representational drift, boundary-condition sensitivity, and sequential error propagation in surrogate predictions.

PROJECTS

AI Drift Monitor | *TypeScript, Node.js, Express, PostgreSQL, Python, scikit-learn*

- Built a full-stack monitoring system that detects real-time model drift by comparing live prediction distributions against baseline embeddings using cosine-distance and KL-divergence metrics.
- Developed a Node.js backend with cron-based ingestion pipelines and PostgreSQL storage for versioned model states, inference logs, and drift alerts.
- Implemented a Python microservice for inference auditing and adaptive thresholding, enabling early detection of distribution shift and unstable internal representations in deployed models.

Emergency Signal Platform | *React 19, TypeScript, Node.js, Express, MySQL, React Leaflet, Tailwind CSS*

- Developed a full-stack emergency earthquake monitoring platform using React 19 and TypeScript, delivering real-time geospatial visualization of seismic events through interactive maps.
- Built a RESTful API with Node.js and Express to ingest and serve earthquake event data, backed by a MySQL database with connection pooling and structured middleware for logging and CORS.
- Implemented a modern TypeScript-first development stack using Vite for frontend builds, TSX for server-side execution, and ESLint to enforce consistency and code quality across the application.