Uyen Thy Duong

714-766-2728 | duon9438@stthomas.edu | linkedin.com/in/uyen-thy-duong | github.com/thyduong1325 | thyduong1325.github.io/Portfolio/

EDUCATION

University of St. Thomas September 2023 - May 2027
Bachelor of Science in Computer Science and Data Science; GPA: 4.0/4.0 St. Paul, Minnesota
- Relevant coursework: AI **(Python)**, Data Structures **(Java)**, Regression **(R)**, Info Security **(Linux)**, Computer Architecture **(Hardware & MIPS)**

TECHNICAL SKILLS

Computer:
- Microsoft Office: Word, PowerPoint, Excel, Access
- Adobe Creative Cloud: Premiere, Illustrator

Programming Languages:
- Python, Jupyter Notebook, C, Java, R, Linux, MIPS

EXPERIENCE

Collaborative Inquiry Grant Undergraduate Research Student June 2025 – Present
University of St. Thomas, MN
Project: TommieTaste – A Multimodal Smart Device for Personalized Beverage & Health Tracking
- Build a smart coffee machine using **Python** and **Raspberry Pi**, integrating facial recognition, voice control, and health-based personalization with privacy-first features like local data storage and de-identified input
- Benchmark open-source speech recognition tools on accuracy, latency, and noise resilience; lead usability testing to evaluate system performance, accessibility, and user satisfaction
- Conduct IRB-approved human-subject research with a faculty mentor, focusing on inclusive, ethical **AI** for users with disabilities and limited internet access

CISC Department Tech Student Worker September 2024 – June 2025
University of St. Thomas, MN
- Wiped and reimaged 50+ PCs and laptops, deploying standardized **OS** and software environments across campus labs
- Wrote **Shell** scripts to remotely install software on 300+ lab computers, streamlining mass deployment
- Tested and troubleshot hardware/software configurations, improving system uptime in 10+ classrooms and research labs
- Authored technical documentation for faculty on installing and configuring software for course-specific needs

Urban Art Mapping Web Designer September 2024 – June 2025
University of St. Thomas, MN
- Redesigned Urban Art Mapping site with **Wix** and **Omeka**, focusing on user-centered **UI/UX** and accessibility
- Created 50+ custom graphics, enhancing visual appeal and user navigation, leading to a 35% increase in site traffic
- Led cross-platform testing and maintained content to meet **SEO** and design standards

ITS Event Support Assistant September 2024 – June 2025
University of St. Thomas, MN
- Set up, configured, and troubleshoot **AV and projection systems** for 50+ events, ensuring smooth technical execution
- Delivered and maintained portable presentation tech across campus event spaces
- Collaborated with students, faculty, and guests to provide real-time support and optimize event workflows

PROJECTS

Wheel of Sustainability | *Python, Godot, GitHub* May 2025
- Developed a sustainability-themed AI game using CSP, UCS, and Greedy Search for intelligent gameplay
- Built both console and GUI versions; implemented adaptive difficulty and sustainability phrase bank

Heat Wave Prediction Model | *Python, Jupyter Notebook, pandas, NumPy, scikit-learn* May 2025
- Built a logistic regression model to predict high-frequency heat wave months with 77% accuracy
- Analyzed energy usage features to identify key climate risk factors
- Used pandas, NumPy, and scikit-learn for data cleaning, training, and evaluation

MinneMUDAC 2025 Data Science Challenge | *Rstudio, Microsoft Excel* March 2025 – April 2025
Role: Data Analyst (Team of 4) • Advisor: Dr. Amelia McNamara
- Cleaned and aligned mentorship data in Excel and RStudio, preparing variables across multiple sources for statistical analysis
- Created custom plots and visualizations in RStudio to reveal key patterns in match longevity and closure reasons
- Presented actionable recommendations, including an academic-service program model; recognized for data storytelling and community impact insight

Hack the Gap – Poly_Talk Project | *HTML/CSS, JavaScript, GitHub, Figma* February 2025
Role: Developer (Team of 5)
- Developed an AI chatbot for inclusive language learning, dynamically adjusting message tone, slang, and difficulty based on users' past interactions — especially tailored for international students
- Integrated pronunciation recognition, emotion-based tone adaptation, and accent support, with a feedback loop to retrain the model using user ratings
- Built and presented a working prototype using HTML/CSS, JavaScript, GitHub, and Figma; led UI/UX design with a focus on accessibility

LEADERSHIP / ACTIVITIES

UST Computer Science Club | *Marketing Chair* 2025 – Present
- Design event thumbnails, and promote events through Instagram, LinkedIn, and photography

Undergraduate Research Opportunities Program - Ignite Scholars | *Research Student* 2024
- Contributed to VR sensory marketing research through UROP, collaborating on lit reviews and academic presentations