MINH TO

U.S CITIZEN

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SKILLS

Programming Languages

Strong: Python
Experienced: C++, HTML, CSS, Java
Familiar: Javascript, SQL

Technologies

Eclipse
Git
Microsoft Visual Studio
Bootstrap
Linux

RELEVANT COURSES

Data Structure / Algorithms
Object Oriented Programming
Software Designs and Patterns
Software Testing
Computer Networks
Database And Web Application
Principles of Operating System

EDUCATION

University of California, Irvine Sept. 2015 - June 2020
B.S. Software Engineering 2020

PROJECTS

Facebook Chatbot (Python & Javascript)

- A personal chatbot that is hosted on the Heroku to respond to incoming messages on Facebook Messenger in place of the users whenever they are not available to do so within the specified time limit.
- Utilized the API from Dialogflow to support natural language processing and machine learning so the users can effectively train their own chatbot to interpret incoming messages and have more natural conversations with humans.
- Utilized the fbchat library with Python to handle GET/POST requests with Facebook so the chatbot can receive messages and reply accordingly.
- Integrated Dialogflow with Google Calendar API, using Firebase Cloud Functions with Javascript, to allow for the users and friends of the users to schedule appointments directly onto their Google Calendar through Facebook Messenger.

Board Game Environment (Java)

- A board game environment, consisting of a games' launcher and a codebase, aims to accommodate any 2-player board game that involves a grid layout and game elements on this layout.
- Utilized JavaFX and FXML to implement a base graphical user interface that can be customized for any board game to display the game state after every turn so the players can easily keep track of the progress of the game and correctly make their intended moves.
- Developed a codebase that includes the common classes and functions shared among all board games so that any new developer can reuse the codebase through inheritance to implement their new board games and make changes with ease.
- Supported personal player profiles by saving the progress of the players with their unique usernames to an XML file after exiting so the players can resume their play session in the future and track their rankings on the leaderboard.

Othello AI For Hackerrank Competition (C++)

- An AI that aims to make the most optimal moves on its turns after evaluating all possible moves in the given board state.
- Achieved a 92% win rate out of 572 matches, which ranked 8th place out of a total of 287 competitors.
- Applied the Minimax algorithm along with alpha-beta pruning to minimize the amount of time needed to make a move so that the AI does not time-out when given a time limit.
- Customized a set of 4 different rules with additional strategies created by the pros to ensure effective heuristic evaluation of each possible move.

Simple Navigation System (Python)

- A text-based console that aims to assist the users who want to plan out their commute trips in the most time-efficient way.
- Utilized the API from the MapQuest company to retrieve 7 different data types within only one callback, minimizing the data retrieval time so the users can quickly get their desired information.
- Displayed essential information ranging from directions to the estimated time to complete the trip between a sequence of up to 5 locations so the users can plan out ahead and travel with ease.

WORK EXPERIENCES

The Art Supply Warehouse (Co-op)

Irvine, CA
UI/UX Designer
Mar. 2018 - June 2018

- Collaborated in a team to redesign the product details pages by following the usability heuristics guidelines to resolve the usability issues such as information overloading, which resulted in a 50% improvement in usability and efficiency.
- Conducted UX research to discover the users' needs and desires in a retailer's website so that the team can use it as a reference for our intended changes without losing track of the progress.
- Utilized HTML, CSS, and Bootstrap to construct a demo product of a high fidelity mockup for the purpose of usability testing to evaluate the products for future adjustments so that the final product can ensure 100% improvement in users' satisfaction and experiences.