

MINH TO

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SKILLS

PROGRAMMING LANGUAGES

Advanced: Python

Proficient: C++, HTML, CSS

Novice: Java, Javascript

IDE SOFTWARES

Eclipse

BlueJ

Microsoft Visual Studio

RELEVANT COURSES

Data Structure / Algorithms

Object Oriented Programming

Python Programming

C++ Programming

Java Programming

Software Engineering

Software Testing

Computer Architecture

Discrete Mathematics

Linear Algebra

EDUCATION

University of California, Irvine

B.S. Software Engineering 2020

Dean's Honor List for 3 quarters

Sept. 2015 - June 2020

PROJECTS

Othello Game (Python)

- Constructed a GUI using Tkinter library that allows the users to customize the size of the gameboard up to a grid of 16 x 16 as well as the game's rules.
- Implemented a console version that allows 2 users to play a game against each other.

Simple Navigation System (Python)

- Utilized the API from the MapQuest company to retrieve 7 different data types.
- Displayed text-based information about a trip between a sequence of up to 5 locations based on the user's inputs such as directions, estimated time to complete the trip, total distance of the trip, etc.

Othello AI For Competition (C++)

- Ranked 8th place out of the total of 287 competitors.
- Applied the Minimax algorithm and alpha-beta pruning to achieve a 92% win rate out of 572 matches.
- Customized a unique set of 4 different rules to ensure effective heuristic evaluation.

Maze Generator & Solver (C++)

- Applied Backtracking (Depth-First) algorithm to generate or solve a perfect maze where there exists only 1 path from the entrance to the exit.

Connect Four Game (Java)

- Implemented a console version that allows the user to play against an AI.
- Utilized the Minimax algorithm with the depth of 6 and alpha-beta pruning to achieve 100% win rate versus the user.

WORK EXPERIENCES

The Art Supply Warehouse

UI/UX Design Intern

Irvine, CA

Mar. 2018 - June 2018

- Collaborated in a team of 5 to redesign the pre-existing retailer's website (resulted in a 50% increase in usability and efficiency).
- Conducted 4 different methods of user research and usability testing under the general heuristic guidelines to ensure 100% improvement in users' satisfaction and experiences.
- Proposed 5 different designs including high fidelity mockups to ASW's supervisor in presentations for considerations. The final report can be found on my website tominh1997.github.io.

The Hangar

Event Organizer

Santa Ana, CA

Oct. 2014 - Dec. 2014

- Checked in on average 250 guests per event based on the given reservation list.
- Maintained 100% flow of communication with on-stage and behind-the-scene staffs to ensure smooth coordination.
- Assisted 3 different stores in selling merchandises and cash handling resulting in a 30% increase in profit.