Tony Le

tonyhuyle123@gmail.com · (832) 507-4580 · https://www.linkedin.com/in/tonyhuyle/
https://tonyhuyle.github.io/ · https://github.com/tonyhuyle

EDUCATION:

University of Houston
Bachelor of Science, Computer Science   **Expected Graduation Date: May 2025**
Minor in Mathematics
GPA: 3.22

Relevant Coursework:

- Database Structures
- Fundamentals of AI
- Algorithms and Data Structures
- Automata and Computability
- Database Systems
- Software Design

TECHNICAL SKILLS:

Programming: C++, PowerShell, Python, CSS, HTML, Quarto, R, CSS, JavaScript, PHP, Git, SQL
Software: Unity, Microsoft Office, GitHub, VS Code, PostgreSQL, MySQL
Frameworks & Libraries: Tailwind CSS, Pandas, Matplotlib, NumPy
Developmental Methodologies: Agile and Waterfall
Languages: English and Vietnamese

Work Experience:

Retail Sales Associate | Kohl's   **August 2022– December 2022**
- Experienced the pressure of completing tasks within deadlines efficiently through drive-up/curbside BOPUS (buy online pick up in store)
- Led and collaborated with fellow employees to manage tasks effectively, ensuring smooth operations for BOPUS (Buy Online Pick Up in Store) and Drive-Up services
- Enhanced communication skills by assisting customers and collaborating with store associates
- Demonstrated flexibility by working on multiple tasks at the same time including drive-up/curbside, packing orders, picking orders, maintaining cleanliness of store, helping customers, and in store pick up

Helper/Intern | Mama La   **June 2023 – August 2023**
- Assisted in machinery maintenance, developing troubleshooting skills to diagnose and resolve diverse problems using multiple approaches
- Gained insight into the operations of a successful company, emphasizing the importance of organization, delegation, and strategic planning
- Contacted and cooperated with manufacturers to order parts necessary for machine maintenance and repair

Project Experience:

Fish Classification Model *Python, Tensorflow, HTML, CSS, Javascript, Pandas, Matplotlib*   **October 2024 – November 2024**
- Created a model to accurately identify inputted images of fish from a database of 10 different species
- Acquired and utilized techniques including data augmentation, batch normalization, drop out, and L2 regularization
- Preprocessed and normalized images that underwent training with early stopping and learning reduction callbacks

Fuel Quote Application *PostgreSQL, PHP, Tailwind, HTML, JavaScript*   **February 2024 – May 2024**
- Gained experience with agile software development methodologies, including iterative and collaborative practices
- Acquired skills in designing databases and managing data storage for efficient retrieval
- Developed login and registration modules, including unit tests with validation to ensure functionality and reliability
- Collaborated with a team through task division, routine meetings, code reviews, and code demonstrations

Personal Site: https://tonyhuyle.github.io/ HTML*, Tailwind CSS, JavaScript*   **October 2023 – May 2024**
- Developed a visually captivating and responsive website, ensuring an engaging and user-friendly experience
- Resolved multiple obstacles and overcame UI/UX challenges to ensure an informative and user-friendly interface
- Implemented images and animations to present information, enhancing user engagement and interaction
- Incorporated mobile device functionality to ensure compatibility and optimal performance across various platforms

Regression Analysis on the Adoption of Electric Vehicles *RStudio, Quarto, Excel, R*   **August 2023 – November 2023**
- Collaborated in a team to analyze data affecting and influencing electric car availability
- Utilized and gained proficiency in Excel and RStudio for data manipulation and analysis
- Applied statistical methods, including multiple linear regression and regression trees, for data analysis

2D Game *Unity, C#, Clip Studio*   **February 2023 – May 2023**
- Built a 2D unity game consisting of two characters on opposing sides with idle, movement, and attack functionality
- Designed and created 2D game assets in Unity, including character sprites, scenery elements, and animations
- Implemented keyboard and mouse controls, enhancing user interaction and gameplay experience