Trang Ngo

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EDUCATION

B.S Computer Science 08/2021 – 05/2025
California State University, Fullerton Fullerton, CA

PROFESSIONAL EXPERIENCE

FullyHacks | Operation Officer 10/2024 – present
Fullerton, CA
- Actively engaged in pre-event preparations for Fully Hacks, working closely with the team to refine workflows, develop operational strategies, and anticipate logistical challenges to ensure a seamless event experience

Data Science Research Assistant 05/2023 – 05/2024
Fullerton, CA
- Conducted in-depth research in foundational concepts of Data Science and Machine Learning, exploring key topics such as data preprocessing, algorithm selection, model evaluation, and interpretability.
- Designed and developed the Food Keeper Project, aimed at reducing food waste by building and implementing machine learning models to classify food-related content in social media and email messages.

PROJECTS

Food Keeper Research 05/2023 – 05/2024
Python
- Evaluate an approach to identify which messages on Twitter are about food related contents.
- Utilized spaCy's Natural Language Processing (NLP) library to analyze and improve the performance of a machine learning model, enabling accurate prediction of specific word occurrences in social media posts.
- Developed analysis code on Jupiter Notebook to provide a flexible runtime environment for testing future enhancements to the machine learning model.

Kozy 02/2024 – 05/2024
ReactJS, Javascript, HTML, CSS, Firebase
- Developed a multi-page e-commerce platform specializing in plushie sales.
- Implemented standard e-commerce functionalities, including product browsing, cart management, secure checkout, and order confirmation
- Implemented user authentication and profile management features for personalized shopping experiences.

Reversi 02/2024 – 05/2024
Python
- Developed a deterministic board game for two players where each player strategically places colored discs on a grid to capture opponent's discs.
- Utilized the minimax algorithm with alpha-beta pruning to create a competitive AI opponent. The AI evaluates game states recursively to maximize its own chances of winning while minimizing the opponent's, ensuring challenging gameplay.

SKILLS

- Languages: Python, C++, C, JavaScript/HTML/CSS
- Frontend: React, Svelte
- Backend: MySQL
- Developer Tools: Git, GitHub, Visual Studio Code, Ubuntu, Linux, Pandas, Figma
- Other: Google Suite, Microsoft Office, Adobe Creative