tonthattuanst@gmail.com

(916) 360-2858

Rancho Cordova, CA 95670

WWW:
https://www.linkedin.com/in/tuan-ton-219820250/

WWW:
https://github.com/tuanton013/Tuan-s-Project

Skills

- Java
- C/C++ Software Engineering
- Python and Pygame
- Git and GitHub
- Linux and SQL
- Object-oriented programming
- Computer organization and network
- HTML and CSS
- Cross-platform software familiarity
- Visual Studio and Visual Studio Code
- Hardware Architecture Proficiency
- Problem-solving and critical thinking
- Decision-making
- Team collaboration
- Personal discipline
- Attention to detail

Education

Expected in 05/2026
Bachelor's Degree:
Computer Science
University Of California
Sacramento
GPA: 3.6

05/2024
Associate's Degree:
Computer Science
Folsom Lake College
Folsom, CA
GPA: 3.6

Languages

English:
Native/ Bilingual

Vietnamese:
Native/ Bilingual

Tuan That Ton

Summary

Computer Science student and Tech Support Specialist with a proven ability to enhance technology efficiency for over 350 users at Saint Francis of Assisi Elementary School. Demonstrates exceptional problem-solving skills and a strong foundation in hardware and software architecture. Recognized for professionalism, hard work, and efficiency in delivering solutions. Committed to continuous learning and seeking new challenges in the tech field.

Experience

Saint Francis Of Assisi Elementary School - Tech/It Support
01/2024 - Current

- Provide tech support for 350+ users, ensuring seamless device functionality and minimal downtime.
- Troubleshoot and repair tech equipment, maintaining a reliable infrastructure for staff and students.
- Optimize device configurations and updates, enhancing the school's tech resource efficiency.
- Conduct maintenance on classroom tech, improving teaching tools' reliability and user experience.
- Streamline technical operations for 300+ students and 50 staff, delivering rapid solutions for Chromebooks, network infrastructure, and classroom technology

Projects

- Clock Timer, Flappy Bird, Snakes-eat-Apples, Designed and implemented game mechanics, collision detection, and real-time animations in Python for smooth gameplay experiences., Applied object-oriented programming (OOP) principles to organize game logic, improving code modularity and reusability across projects.
- Sudoku solver, Implemented an efficient Sudoku-solving algorithm using backtracking in Python., Developed recursive backtracking logic to handle constraint satisfaction problems.
- Tic-Tac-Toe, Built a fully interactive Tic Tac Toe game with Python, incorporating two-player functionality and game state tracking.
- Kmeans, Developed and implemented a K-means clustering algorithm in Python for unsupervised data classification and pattern recognition., Created clear visualizations to depict the convergence of centroids and cluster formation for better interpretability of results.