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**Portfolio:**  
<https://tuanton013.github.io/>

**LinkedIn:**  
<https://www.linkedin.com/in/tuan-ton-219820250/>

**Github:**  
<https://github.com/tuanton013/Tuan-s-Project>

## Skills

- Java
- C/C++
- React and Node.js
- Next.js and Nest.js
- 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
- 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

## Experience

### **State Controller's Office - Information Technology Student Assistant**

*Sacramento, California*

*10/2025 - Current*

- Assisted IT team with troubleshooting software and hardware issues.
- Provided technical support to staff for various computer applications.
- Maintained inventory of IT equipment and supplies for office use.
- Updated user documentation and technical manuals for clarity and accuracy.
- Set up equipment for employee use, performing or properly installing cables, operating systems or software.

### **Saint Francis Of Assisi Elementary School - Tech/IT Support**

*Sacramento, California*

*01/2024 - 07/2025*

- 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

- Real Demo Application that let user to share their travel experience, deploy through Vercel and using database with Supabase.
- Create personal portfolio using HTML, CSS, and JS.
- 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.
- 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.