

tonthattuanst@gmail.com
(916) 360-2858
Rancho Cordova, CA 95670
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++ 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

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

- 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.
- 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.