

Tu Lam

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Work Experience

Undergraduate Learning Assistant (ULA), Oregon State University – Corvallis, OR • 03/2020 – Present

- Accelerated student learning by answering ethical issue problems in the world of computer science
- Collaborated with other ULAs, TAs, and the professor on how to advocate the class with the future lesson
- Graded student's work in class and give feedback on their work

Student Clerical (Information Desk/Writing Studio), Oregon State University – Corvallis, OR • 09/2019 – Present

- Provided a wide range of support and services to students, staff and the general public at the Information Desk
- Conducted one-on-one session with undergraduate students to develop students' writing expertise
- Communicated effectively and refer problems/questions to staff and other student clericals when necessary

Student Food Pantry Helper, Oregon State University – Corvallis, OR • 05/2019 – 06/2019

- Handled food in the pantry in the Human Services Resource Center (HSRC) and setup the layout for the pantry
- Walked 10-20 community members through the food pantry, explaining how it works, assisting the community by enabling them to find the food they need
- Interacted with other volunteers by lending any help they need during the time of the food pantry operation

Skills

Programming Languages | C++/C, HTML/CSS, MIPS Assembly Language, Python, JavaScript, R Studio

Database Experience | MySQL, Relation Database, SQL

Usability Engineering | Figma, UXR (User Research), Prototyping, Wireframing

Technologies & Frameworks | GitHub, Git

Operating Systems | Virtual/Physical Memory, User/Kernel Level Context Switch, System Call, Multi-Thread & Fork

Software Engineering | Agile Methodology, Waterfall Methodology, Black-Box & White-Box Testing, Unit Testing, Version Control Systems,

Soft Skills | Bilingual (Vietnamese & English), Communication, Leadership, Writing Skill, Organizational

Education

B.S. Computer Science, Oregon State University – Corvallis, OR • 06/2022

Projects

Cache Simulator, Computer Architectures Final Project • 05/2021 – 06/2021

- Built a cache simulator at L1 level to see how data is kept/remove inside the virtual memory

Campus Printer Application, Usability Engineering Project • 03/2021 – 06/2021

- Created a prototype and wireframe how an app supposes to help student on campus to locate printer much easier