

# Tu Lam

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## Professional Experiences

### Intern - Business Development Programmer

**Portland, OR**

*Hampton Lumber*

August 2021 – April 2022

- Constructed a program to fetch data from an API call and to display the fuel (diesel) prices on a web application built using C#.
- Identified with a mentor and/or with other co-workers on problems that occur when working on the project.
- Participated in a daily IT standup/scrum meeting to discuss the project and the workload for the day.

### Undergraduate Learning Assistant

**Corvallis, OR**

*Oregon State University - The School of Electrical Engineering and Computer Science*

March 2020 – June 2022

- Accelerated student learning by answering ethical problems in the world of computer science / coding-related assignment problems.
- Facilitated with other ULAs, TAs, and the professor on how to advocate the class in the future lesson or assignment.
- Evaluated student's work in class and give feedback on their work based on the objective of the assignment.

### Research Consultant (Information Desk/Writing Studio)

**Corvallis, OR**

*Oregon State University - The Valley Library*

September 2019 – June 2022

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

## Skills

**Programming Languages** | C++/C, Kotlin, HTML/CSS, C#, Python, Assembly Language, JavaScript, R Studio, Java

**Usability Engineering** | Figma, UXR (User Research), Prototyping, Wireframing, Design Principles, User Interface

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

**Technologies & Frameworks** | GitHub, Git, Android Studio, Visual Studio, Drupal

**Database Experience** | SQL, MySQL, Relation Database

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

**Mobile Development** | Android Development, Mobile Interface Design Principles, HTTP Cloud API Usage, Asynchronous Operations

**Soft Skills** | Bilingual (Vietnamese & English), Communication, Leadership, Writing Skill, Organizational, Quick-Learner

## Education

### B.S. in Computer Science

**Corvallis, OR**

*Oregon State University*

Graduated: June 2022

## Projects

### OSU Craft Center Online Registration System

*Senior Capstone*

September 2021 – June 2022

- Developed an online registration application for the OSU Craft Center to assist with signing new members up to the Craft Center, allowing current members to update their information, registering members to courses offered by the Craft Center, and maintaining a record of previous courses taken by the members.

### Spotify User-Search Mobile Application

*Mobile Development Final Project*

February 2022 – March 2022

- Implemented a simulated mobile application using Spotify API call to look up different user accounts and find any public playlist they created. From there, the user can play the playlist from the application, and it will playback on the Spotify account.

### Cache Simulator

*Computer Architectures Final Project*

May 2021 – June 2021

- Coded a cache simulator at L1 level to see how data is kept/removed inside the virtual memory. This will mimic the effect of understanding when a cache works when a web browser is utilized.

### Campus Printer Application

*Usability Engineering Project*

March 2021 – June 2021

- Constructed a prototype/wireframe which an app supposes to help students on campus to locate printers in a much easier way. Using Figma to produce the design, it allows users to see what the plausible application would work to help user interaction with a printer on campus.