

# Keith Bui

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## EDUCATION

### California State University, Fullerton

*Bachelor of Science in Computer Science*

Fullerton, CA

*August 2022 – December 2025 (exp.)*

## COURSEWORK

Cybersecurity Fundamentals, Cisco Networking 1, Network Security, Ethical Hacking, Object Oriented Programming, Algorithm Engineering, Data Structures, Software Engineering, Artificial Intelligence, File Structures and Databases, Web Back-End Engineering, iOS Mobile Dev. Programming, Intro. to Data Sci. and Big Data

## TECHNICAL SKILLS

**Languages:** Python, C/C++, SQL, JavaScript, HTML/CSS, Bash, Swift

**Frameworks:** ReactJS, Node.js, Flask

**Developer Tools:** Git, VS Code, Google Cloud Platform, Windows Subsystem for Linux, Vercel, Docker

**Certificates:** ITF+, Network+, and Cloud Essentials

**Interests:** System Integration, Cloud Computing, Artificial Intelligence, System Administration, Full-Stack Dev.

## EXPERIENCE

### IT Student Assistant, Center for Equitable Digital Access

*California State University, Fullerton*

October 2024 – June 2025

*Fullerton, CA*

- Processed check-in and check-out for over 1,500 devices, including Windows/Linux laptops, MacBooks, and iPads.
- Assessed, managed, and troubleshooted technical issues on Linux, Windows, MacOS, and iOS devices.
- Used *ServiceNow* and *Microsoft Teams* to document and escalate problems to technical teams as needed.

### Cybersecurity Mentor

*Cypress College*

August 2021 – May 2022

*Cypress, CA*

- Assisted students via Zoom for *Cisco Networking I* and *Network Security* to reinforce technical skills.
- Took and researched in-depth questions daily about Linux, Windows, Cisco switch, and SysAdmin configurations.
- Created three lab walkthroughs and performed several in-class demonstrations to help guide students.

## PROJECTS

### TypeFighter | *Flask, ReactJS, Neon, SQL, Vercel* | [Github](#)

June 2025

- A full-stack partner project that gamifies typing using leaderboards, boss battles, and statistics hosted on Vercel.

### Blackjack AI | *Python, Pandas, PyGame* | [Github](#)

December 2024

- A group project that implemented a Blackjack AI, using a mix of historical data and pruning to improve its odds.

### Clothing Coordinator | *Django, Python, HTML, CSS, JavaScript* | [Github](#)

December 2024

- A group project that implemented a simple website using a Django SQLite database to randomly generate outfits.

### STSClone | *Python* | [Github](#)

August 2024

- A limited text-based version of *Slay the Spire* that aimed to replicate complex mechanics in a modular way.

### Grade Database | *PHP, CSS, MySQL* | [Github](#)

May 2024

- A group project that uses an MySQL database using an ER data design and SQL requests to retrieve grades.

### ApexRPC | *NodeJS, GitHub, SteamAPI* | [Commit](#)

December 2021

- Open-source *Apex Legends* Discord integration, using reverse engineering to display dynamic game stats.

### Blue Team Village CTF – OpenSOC | *SQL, Moloch, Graylog*

December 2020

- Used file analysis, tracking suites, and web vulnerabilities to find flags in a team competition, 13th/354 teams.