Thomas Nguyen

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CAREER OBJECTIVE

Aspiring Software Engineer with academic knowledge and project experience, skilled in problem-solving, adaptability, and attention to detail, eager to deliver innovative and impactful software solutions.

EDUCATION

California State University, Long Beach   **August 2022 – December 2024**

B.S. Computer Science   *Long Beach, California*
- GPA: 4.0 | Research published in IEEE conferences | 2nd Place, 36th Annual CSULB Student Research Competition.
- **Notable Courses:** Artificial Intelligence, Databases, Algorithms and Data Structures, Software Developmenet.

WORK EXPERIENCE

Archi Studies   **October 2024 – Present**

Software Developer Intern   *Long Beach, California*
- Developed a responsive and interactive front-end using React, JavaScript, and CSS, ensuring a seamless user experience.
- Designed dynamic interfaces with interactive components and animations to enhance engagement.
- Collaborated with cross-functional teams to integrate frontend features, ensuring smooth platform performance.

Cal State University Long Beach   **November 2023 – Present**

Teaching Assistant   *Long Beach, California*
- Conduct lab sessions to demonstrate the use of Vivado Tool for RTL design and HDL analysis.
- Guide students through lab assignments during office hours and one-on-one sessions.
- Grade and proctor exams, collaborating with faculty to develop course and lab materials.

Office of Research Development at CSULB   **November 2023 – September 2024**

Research Assistant   *Long Beach, California*
- Achieved a 98% accuracy rate in detecting Hardware Trojan attacks by developing and deploying machine learning models for side-channel analysis.
- Conducted an analysis of Large Language Models (LLMs), including ChatGPT and Google Gemini, for applications in Computer Science and Cybersecurity education, resulting in publications at two IEEE conferences.
- Supported ongoing research projects by conducting data collection, analysis, and software development.

PROJECTS

Wraith Encrypted Communication Web App   **February 2024 – December 2024**
- Developed a cross-platform encrypted communication app using React, TypeScript, and Ionic for a user friendly experience.
- Implemented middleware with TypeScript and Go to handle encrypted data and streamline frontend-backend communication.
- Built a scalable backend with Go, MongoDB, and Redis, delivering real-time chat capabilities via a websocket server.

[Dining Hall Menu Web App](#)   **November 2024**
- Designed a responsive web app with Next.js, TypeScript, and Tailwind to improve dining menu accessibility for students.
- Developed a serverless backend using FastAPI and PostgreSQL, integrating Supabase for database management.
- Deployed on cloud-based SaaS platforms Vercel and Supabase for scalability and seamless user experience.

Web crawling and Pagerank algorithm implementation   **November 2023**
- Developed a Python program to crawl web pages efficiently, generate directed graphs, and analyze page connections.
- Applied Google's PageRank algorithm to evaluate web pages based on link structures.

BlockChain Project with Professor Penn Wu at Cypress College   **August 2022**
- Designed a simple blockchain model in Java and Python with hash function SHA-256 for cryptographic security.

SKILLS

Programming & Web Development: Python, C++, JavaScript, GoLang, TypeScript | Node.js, Next.js, React, Tailwind, CSS.
Machine Learning/AI: TensorFlow, Keras, NumPy, Pytorch, Scikit-learn.
Database & Analysis: PostgresSQL, MongoDB, Redis | Pandas, Matplotlib, Networkx.
Tools & Technologies: Git & GitHub, Docker, Google Cloud, Jira, AI Tools.
Soft Skills: Highly adaptable, detail-oriented, quick learner, excellent communication, and interpersonal abilities.