

Tom Nguyen

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Summary

Experienced web developer with over 1,000 hours of hands-on experience with coding. Demonstrated skills in Django, MEAN, and Java Spring Framework. Skilled in HTML/DOM, CSS, Java, Python, JavaScript. Passionate in Machine Learning and AI. Strong computer science background, graduated from California State University Los Angeles.

Technical Skills

- Developer Tools: IDE VS Code, Spring Tools, Terminal / Git Bash, My SQL Workbench, AWS EC2, Git/GitHub
- Languages: JavaScript, Python, HTML, CSS, Java, TypeScript
- Frameworks: Flask, Django, MEAN, Spring Boot, Angular2, Bootstrap, Express.js, React JS
- Servers: Node.js
- Database: MySQL, MongoDB, Sqlite, SQL

Experiences

IT Support Assistant | Ocean Group Inc. | Los Angeles, CA

February 2021 – March 2021

- Assisted with coordination and applying new and existing technology to support the sales and operation team
- Assisted the marketing team to plot the company website from a scratch
- Planned and monitored all the driver routes using new truck tracking technology
- Effective perform support duties for technology solution to enhance sales and operation
- Identify emerging market trend and key opportunities for innovation
- Provide backup technical support as needed

Application Developer In Training for IBM | Cognixia USA | Virtual Training

April 2020 – July 2020

- Mainframe
- MVS, TSO/ISPF
- JCL
- COBOL
- IBM Utilities
- Data Handling
- Testing

Technical Projects

Covid 19 Data Tracking

December 2020

- Implemented and intergrated a tracking data from fetching an API
- Collected and performed data analysis to visualize the statistics by the chart or a card
- Intergrated React JS, Chart.js, Material UI to orgnize the data
- **Tool used: REACT JS, JavaScript, Chart.js, Material UI**

AI Flappy Bird | Coding Dojo, Burbank | Los Angeles, CA

November 2019

- Rewrote the mobile game "Flappy Bird" and integrated machine learning to have the game operate autonomously in 1 week
- Explored and implemented a simple version of Neural Network to train the dataset in an acceptable range of output
- Implemented game logic using the idea of Reinforcement Learning that utilizes the Genetic Algorithm to train the bird's decision to jump or not jump based on the reward after each generation
- Implement the repopulate function to mutate the good value birds from the previous generation to increase the probability to be a better bird
- **Tools used: HTML Canvas, Python, Reinforcement Learning, Neural Network, Genetic Algorithms**

Education

- **Coding Dojo | Full-Stack Developer Training | Burbank, CA** September 2019 – December 2019
 - Full-Stack Certificate in Django, MEAN, Java Spring Framework
 - Completed over 800 hours of web development experience over 14 weeks in a fully immersive coding environment
- **California State University | Los Angeles, CA** May 2019
 - BS in Computer Science