

Ryan Dung Pham

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EDUCATION

California State Polytechnic University, Pomona

B.S. Computer Science

- Organizations: Google Developer Student Clubs (GDSC), Computer Science Society (CSS)

Expected Grad. May 2026

GPA: 3.91

Orange Coast Community College

A.S. Computer Science

- Honors: President's List (4x)

August 2022 - June 2024

GPA: 3.85

SKILLS

Languages: Python, Java, C++, C#, JavaScript, HTML, CSS, SQL

Technologies: React, Git, MongoDB, MySQL, Node.js, Express.js, Bootstrap, Postman, Flutter

EXPERIENCE

BroncoDev

Backend Developer

Pomona, CA

September 2024 - Present

- Secured \$8,000 in funding for a university-backed project by effectively communicating project goals and demonstrating potential impact
- Engineered a recommendation algorithm for the "For You" page, increasing user engagement by 30% through collaboration with a team of 16 developers and leveraging student interests
- Conducted API testing with Postman and utilized Flutter, MongoDB Compass, and Python to optimize backend performance

CIC | PCUBED Data Science Summer Research Project

Research Scholar

Fullerton, CA

June 2023 - August 2023

- Developed a machine learning model using Python, employing libraries such as Matplotlib for data visualization and achieving an 80% accuracy rate in predicting California crime rates
- Enhanced model performance by applying algorithms such as the Adam optimizer
- Performed data cleansing and preprocessing techniques to ensure data integrity and accuracy, optimizing model training and evaluation

NASA L'SPACE Academy

Researcher

Remote

August 2023 - June 2023

- Managed budget allocations and expenditures, utilizing financial analysis techniques to optimize resource utilization and cost efficiency
- Collaborated with interdisciplinary teams, including programmatic and computer hardware, to analyze project requirements, identify risks, and develop mitigation strategies to ensure project success

Code Ninjas

Programming Instructor

Fountain Valley, CA

March 2023 - April 2024

- Educated 100+ students, ranging from pre-K to high school, using interactive teaching models
- Designed and implemented curriculum for teaching programming languages such as Python, JavaScript, Java, and C#
- Led development camps in TinkerCad, Unity, and Roblox Studio, leveraging languages such as C# and Lua

PROJECTS

- UCI Event Organizers Website (React.js, CSS, Selenium, Google Maps API, JavaScript):**
Collaborated with a team to create a website for UCI event organizers, making it easier to manage and access event information. Used Selenium to automatically scrape event details, including summaries, schedules, and locations, from UCI's event page. Integrated the Google Maps API to provide users with optimized navigation routes to events. Developed a responsive and user-friendly frontend using React.js to ensure an engaging and easy-to-use interface.
- AniSim (React.js, CSS, Flask, NLTK, MySQL, Bootstrap, AniList API, Python, Node.js, Express.js, JavaScript):**
Pioneered and designed an interactive web application for recommending searched anime based on anime similarities. Used React.js and Bootstrap to create a dynamic and responsive frontend, making the interface engaging and easy to use. Utilized MySQL for secure user authentication and integrated the AniList API to access detailed anime data. Implementing Flask for backend logic, with NLTK for analyzing and comparing anime plots.
- Personal Portfolio Website (React.JS, CSS, JavaScript, Bootstrap)**
Developed a personal portfolio website to showcase projects, skills, and experiences. Implemented responsive design, interactive animations, and a contact form using Bootstrap. JavaScript functions were implemented to fetch images and create individual cards by pulling data from a JSON file.

RELEVANT COURSEWORK

Data Structures and Advanced Programming, Big Data Analytics and Cloud Computing, Introduction to Programming and Problem Solving, Discrete Structures, Introduction to Data Science