Luke (Phuoc) Do

pdo55@g.ucla.edu   pdo55.github.io   linkedin.com/in/pdo55

Education

- **University of California: Los Angeles**   Graduating March, 2022
  Bachelor of Science: Computer Science and Math   GPA: 3.6
- **Relevant Coursework:** Operating System, Web Applications, Data Structures and Algorithms, Software Construction, Machine Learning, Probability and Discrete Structures, Networking (IP)

Proficiencies

- **Coding Languages:** C/C++, Java, Python, Unix, SQL, Javascript, TypeScript, HTML, CSS
- **Technology:** Docker, RESTful API, Git, MapReduce, AWS, Serverless
  - Frontend: React.js, Redux, Angular
  - Backend: Express.js, Node.js, AWS Lambda, S3, EC2
  - Database: MySQL, MongoDB, Firebase, AWS DynamoDB
  - Testing: JUnit, Postman

Research & Work Experience

Vision, Cognition, Learning, and Autonomy (VCLA) - Research Assistant   March, 2020 - Current
- Developing deep learning models for human actions classification, and 2D to 3D scene reconstruction.
- Implementing data loader and batch processing, which increases the classification model's accuracy by 5%.
- Detected and resolved bottlenecks of 3D scene reconstruction algorithm, which increases the speed by 400%.
- Technologies: Docker, CUDA compilers, PyTorch, Pytorch Geometric, NodeJS.

QuickFits - Software Engineer Intern   June, 2020 - September, 2020
- Developed a mobile app that recommends daily outfits and connects users with freelance designers.
- Implemented a full stack ML model (training, building RESTful API) that classifies clothes with 93% accuracy.
- Built web crawlers and scraping tools to find data, which helped our team get ahead of schedule by 1 week.
- Redesigned, and managed Firebase database that saves memory by 20%.
- Technologies: Docker, Firebase, Flutter, TensorFlow, NodeJS.

CommerceBytes - Software Engineer Intern   February, 2020 - May, 2020
- Built web apps that double the traffic for businesses.
- Developed, tested, and maintained user interface and experience of over 10 customer business websites.
- Implemented 3D objects that better visualize business products, increasing sales by 20%.
- Technologies: Docker, Firebase, React, Redux, THREE.js, Jquery, HTML, CSS.

Hackathons

Chapman Datafest Best Usage of External Data - Data Science Hackathon   April, 2019
- Applied regression to find a correlation between rugby players' sleep and collisions with provided data.
- Designed a different training schedule to enhance rugby teams' performances.
- Technologies: numpy, matplotlib, scikit-learn, pandas, tensorflow, tableau.

Featured Projects

Miniature WordPress - Blog Editor Service   May, 2020
- Designed and implemented a RESTful API that can handle 10,000 requests per second.
- Developed user interface for basics blogging with semantic Markdown.
- Utilized session cookies to personalize experiences, saving user login and restoring lost progress.
- Technologies: Angular, Node.js, MongoDB, AWS.

ShootingAI - shooting game with Reinforcement Learning Agents   March, 2019
- Implemented an Approximate Q-learning algorithm to train agents that can fight with players efficiently.
- Created game states by linked list, and use that to virtualize an environment to train agents.
- Designed and developed graphics, music to enhance user experience and interaction with the game.
- Technologies: JavaApplets, Princeton Java Library.