

# Duy Mai

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## EDUCATION

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### California State University, Long Beach

May 2026

*M.S. in Computer Science | GPA: 3.8/4.0*

*Long Beach, CA*

- Only Computer Science graduate student selected for the Graduate Dean's List of University Scholars and Artists, recognizing the top 1% of graduate students.
- Courses: Advanced Analysis of Algorithms, Advanced Programming Languages, Advanced Software Engineering, Advanced Artificial Intelligence, Object-Oriented Analysis and Design, Advanced Computer Architecture, Information Security.

### California State University, Long Beach

May 2024

*B.S. in Computer Science | GPA: 3.53/4.0*

*Long Beach, CA*

- Courses: Data Structures, Operating Systems, Computer Security Principles, Algorithms, Dynamic Networks, Software Project Management and Testing.

## TECHNICAL SKILLS

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**Languages:** Java, Python, JavaScript, TypeScript, C++, Haskell, HTML, CSS

**Tools and Frameworks:** React.js, Node.js, Vite, HTML5 Canvas, Tailwind CSS, Flask, SQLite, Git, GitHub, Visual Studio Code, PyCharm

## RELEVANT EXPERIENCE

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### CSULB College of Engineering

Aug. 2024 - Present

*Teaching Associate*

*Long Beach, CA*

- Serve as a Teaching Associate for undergraduate computer science courses (CECS 174, 274, 277), leading lab sections and providing hands-on instruction in programming, data structures, object-oriented development, and debugging.
- Instruct and support approximately 200 undergraduate students, reinforcing lecture concepts, guiding problem-solving, fostering collaborative learning, and coordinating lab activities with faculty objectives.

### College of Engineering, CSULB Tutoring Center

Sep. 2023 - Present

*Instructional Student Assistant*

*Long Beach, CA*

- Provided one-on-one and group tutoring across Data Structures and Algorithms, Databases, Operating Systems, Computer Architecture, Programming Languages, and Software Engineering.
- Assisted students with conceptual understanding, problem-solving, and coursework across the CS curriculum in a high-traffic engineering tutoring center.

## PROJECTS

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### PCA for Online Shopper Purchase Prediction | *Python, scikit-learn, pandas, NumPy, Matplotlib*

- Built a reproducible machine-learning pipeline on 12,330 online shopping sessions, fitting preprocessing and PCA inside 10 stratified train/validation/test splits to prevent leakage.
- Compared logistic regression, neural network, and kNN models across full and PCA-reduced features; improved held-out F1 from 0.612 to 0.652 for logistic regression and from 0.453 to 0.575 for kNN.

### Image Editor Web App - Front-end Application | *JavaScript, TypeScript, React.js, HTML5 Canvas, Tailwind CSS, Vite*

- Built a responsive browser-based image editor with image upload, canvas preview, crop, resize, rotate, visual adjustment, and export/download workflows.
- Designed an interactive editing workspace with toolbar controls, real-time previews, and state-driven UI behavior for quick iteration across common image edits.

### Studease - Full-stack Web Application | *Long Beach State, JavaScript, React.js, Node.js*

- Led a team of four students in designing and developing a Quizlet-like web application, coordinating planning, task delegation, and milestone delivery through the full development lifecycle.
- Contributed to core features including user authentication, study sets, quizzes, and progress tracking while applying software engineering best practices and collaborative workflows.