TAM VU

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EDUCATION

Yale University, New Haven, CT — May 2025

- BS in Computer Science, BS in Statistics and Data Science (double major)
- Teaching Assistant for S&DS 265 - Introductory Machine Learning

TECHNICAL SKILLS

- *Languages:* Python, Java, Javascript, C++, C, R, MATLAB, SQL, Typescript
- *Technologies:* React, Node.js, Express, AWS, Google Cloud Platform, Azure, PostgreSQL, Docker, PyTorch
- *Tools:* Git, NumPy, Pandas, SciPy, Firebase, Unity

WORK EXPERIENCE

Brighterway (YC S24), *Software Engineer*, San Francisco, California — January 2025 – Present

- Implemented a novel AI document splitter workflow that reduced infrastructure costs by 50% while increasing model accuracy, utilizing a mixture of LLMs and cloud services (AWS Bedrock, Azure, Google Cloud)
- Designed scalable HIPAA-compliant backend APIs that increased client processing capacity by 10x by automating enterprise document ingestion workflows
- Optimized the quality control pipeline by redesigning the company's production frontend application, increasing document verification throughput by 40% while reducing turnaround time by 35%
- Built a production AI voice agent through close collaboration with physicians to automate patient medical history intake, reducing documentation effort and streamlining clinical workflows

Weill Cornell Medicine, *Researcher*, New York City, New York — May 2024 – August 2024

- Improved rim lesion detection accuracy of multiple sclerosis by 8% by developing and training a residual neural network using synthesized rim lesion data with PyTorch, outperforming the state-of-the-art model QSMRim-Net
- Resolved the data imbalance issue by increasing the rim lesion count from 177 to 10,000+ by creating an image augmentation algorithm that synthesizes rim lesion data from non-lesion data using SciPy and NumPy
- Collaborating with radiology professors and PhD students to draft a paper for publication as first author

Yale Center for Biodiversity and Global Change, *Data Science Intern*, New Haven, CT — May 2023 – August 2023

- Developed report generation for species distribution modelling using R and SQL to give insight on model performance, resulting in 3 additional filters to be added to the SDM interface (mol.org) using RESTful APIs
- Implemented 'seasonal' feature that models species distribution across the different seasons, allowing ecologists to track migration patterns

PROJECTS & LEADERSHIP EXPERIENCE

playanagrams.com, *Creator* — April 2026 – Present

- Built and deployed a full-stack multiplayer word game from concept to production, independently owning system architecture, frontend, backend, and game logic, supporting 5,000+ multiplayer matches and counting
- Implemented real-time gameplay, ELO matchmaking, persistent user data and server-side anticheat to ensure fair gameplay.
- Designed and produced all visual and audio assets, including hand-drawn artwork and original self-recorded sound effects

YHack, *Fullstack Lead*, New Haven, CT — September 2021 – May 2025

- Developed the official YHack website and participant portal (yhack.org) on a React and Firebase codebase, attracting 1000+ hackers and multiple industry sponsors for a $10,000+ prize pool every year
- Spearheaded the development and integration of frontend components to respond fluidly with the cloud