

# TIEN PHAM

I am a college junior, ranked in the top 1% of my high school class, with a near-perfect SAT score. I am proficient in multiple programming languages, tools, and technologies, and have experience in software development, game development, graphic design, and video editing. Through the roles I've held, I have demonstrated leadership, teamwork, marketing skills, and the ability to foster an improvement-focused, collaborative environment.

## EDUCATION

### Present – University of California, Berkeley

- Major in Cognitive Science, Minor in Computer Science
- Class of 2027
- Completed CS61A, CS61C, and CS70 equivalents

### 7/2024–6/2025 – De Anza College

- Completed 3 Python courses (up to Advanced), 2 C++ courses (up to Intermediate), Data Abstraction and Structures (Java), and Introduction to x86 Processor Assembly Language (MASM) at De Anza College

### 9/2020–6/2024 – California Connections Academy (CalCA) – High School Diploma

- GPA: 4.37 (High Honor Roll: 9th-12th grade)
- SAT: 1570 (out of 1600)
- Completed multiple college-level courses, including AP Computer Science A, AP Computer Science Principles, AP Microeconomics, and AP Macroeconomics

### 2021–2024 – Career Technical Education (CTE) Pathway: Games & Simulations @ CalCA

- Accepted based on teacher recommendation to a three-year course pathway: Game Design I, Introduction to Computer Science in JavaScript, and Game Design Capstone
- Worked with an industry mentor to design and develop a game from scratch using C# using Unity, including presenting and pitching ideas and providing deliverables throughout the school year through Scrum-based sprint planning, task documentation, and weekly review meetings, culminating in publishing the game (*The Facility*) on [itch.io](https://itch.io)

## Certifications

- Fundamentals of MCP - Hugging Face
- AI Agents Fundamentals - Hugging Face
- Prompt Engineering - Vanderbilt University
- Introduction to Generative AI - Google Cloud
- Introduction to Artificial Intelligence - IBM
- Machine Learning with Python - IBM
- Introduction to TensorFlow - Deeplearning.AI
- Miscellaneous XO Platform certifications - Kore.AI
- Certificate of Achievement: Programming in Python - De Anza College

<b>EXPERIENCE</b>	<b>2025–Present – MiraCosta College – STEM Tutor</b> <ul style="list-style-type: none"> <li>• Tutor for MATH 150 (Calculus I), BIO 110 (Biology I) CHEM 115 (Chemistry I), CS 138 (Python), CS 111 (Java), CS 150 (C++), CS 113 (Data Structures, Java), and CS 220 (Assembly).</li> <li>• Recommended by my MATH 150 professor for exceptional academic performance</li> <li>• Work one-on-one with students to build tailored study strategies, ensure comprehension of complex concepts, and build academic confidence and critical thinking skills</li> </ul>
	<b>2024–Present – De Anza College – CIS Teaching Assistant</b> <ul style="list-style-type: none"> <li>• TA for CIS40, CIS340, CIS41A (Python), CIS22A (C++), and CIS22C (Data Structures, Java)</li> <li>• Recommended by my CIS41A professor for exceptional academic performance</li> <li>• Assist students in understanding course materials and advise students based on my experience taking the aforementioned courses</li> </ul>
	<b>2024–Present – God-Carved – Project Manager, Developer</b> <ul style="list-style-type: none"> <li>• Founding member of <i>God-Carved</i>, a small indie game development team</li> <li>• Lead developer, responsible for the game's development in Unity (C#)</li> <li>• Implemented a task documentation system based on Scrum</li> </ul>
	<b>2021–2024 – CalCA Centauri Esports Team – Captain, Operations Manager, Marketing Manager</b> <ul style="list-style-type: none"> <li>• Managed a team of 20+ members and a 5-member content creation team</li> <li>• Founder of the content creation team and designed the team's content creation workflow</li> <li>• Created an inclusive and improvement-focused team environment and mentored new team members</li> </ul>
	<b>2022–2024 – CalCA Academic Decathlon Team – Member</b> <ul style="list-style-type: none"> <li>• Medaled at Regionals and State competitions</li> <li>• Gold medalist in Economics and team top scorer at State</li> <li>• Invited as an alumnus to speak to new members about my experience in Academic Decathlon</li> </ul>
	<b>2021–2023 – Freelance Graphic Designer and Video Editor</b> <ul style="list-style-type: none"> <li>• Completed 6 logo / video editing commissions</li> <li>• Provided advice and critique in 3D modeling and logo design</li> </ul>
	<b>2021–2023 – Words Alive – Volunteer</b> <ul style="list-style-type: none"> <li>• Reviewed books for use in literacy programs targeting schools in low-income communities in San Diego</li> <li>• Recognized for volunteering efforts</li> </ul>

<b>LINKS</b>	LinkedIn: <a href="https://linkedin.com/in/tienpham0">https://linkedin.com/in/tienpham0</a>
	GitHub (Portfolio): <a href="https://github.com/xarical">https://github.com/xarical</a>
	Hugging Face (Project Demos): <a href="https://huggingface.co/xarical">https://huggingface.co/xarical</a>
	Medium (Tutorials and Articles): <a href="https://xarical.medium.com">https://xarical.medium.com</a>
	Itch.io (Other): <a href="https://xarical.itch.io">https://xarical.itch.io</a>