# Sandra Nguyen

sand.nguyen99@gmail.com | sandranguyen.com | linkedin.com/in/sandra-nguyen9

#### **EDUCATION**

### California State University, Fullerton

Fullerton, CA December 2024

Bachelor of Science in Computer Science

- 3.81 GPA | 4.00 GPA
- Relevant Coursework: Algorithm Engr., Artificial Intelligence, Introduction to Machine Learning, Intro to Data Sci. &
   Big Data, Cybersecurity Fnd. And Prncp., File Structure & Database, Data Structures, Statistics, Mathematical Structure
- Societies: University Honors Program, WiCSE, ACM, ACM-W, Theta Tau, LSAMP, STEM Advantage, AWT, CIC|PCUBED

#### WORK/LEADERSHIP EXPERIENCE

### **Information Security Engineering Intern**

Remote, CA

Reddit | Security, Privacy, and Compliance Engineering (SPACE)

May 2024 - August 2024

Created a sophisticated 4-engine prototype to webscrape URL content, implement an SVM model with 98% accuracy
that detects and scores malicious links in real-time, abstract third-party affiliate data, and fingerprint evolving
webpage content. Utilized Apache Airflow for ETL, automated API ingestion, and a blend of AWS EC2, PostgreSQL,
Pypeteer, and Scikit-Learn to safeguard Reddit Ads against cloaking redirection and 3rd-party modification

### **Community Tutor & Student Assistant**

Fullerton, CA

Women in Computer Science & Engineering (WiCSE)

August 2022 – December 2024

• Co-led weekly virtual/in-person professional development workshops and socials, mentored students, collaborated with campus clubs, and arranged speaker events, Dean's Luncheons, and the ECS Diversity & Leadership Summit

#### PROJECT EXPERIENCE

**Evergreen** 

Palo Alto, CA

TreeHacks | Stanford's Annual Hackathon

February 2024

Designed a CS educational platform delivering tailored learning paths via minigames, powered by a dynamic Sveltekit
frontend and a robust FastAPI plus SQLite backend, with a Unity-driven gaming interface providing real-time
learning analytics and a Scikit-Learn ML model that boasts a 99.7% predictive accuracy

**Phocrastination: A Game-Based Approach to Classifying Academic Procrastination in College Students**Fullerton, CA

CSUF UROC, Design & Partnership Lab | Dr. Doina Bein, Dr. June Ahn

March 2023 – May 2024

Developed a **Unity** game-based assessment to predict academic procrastination, integrating data wrangling, advanced
data visualization tool Plotly, **Cross-Validation** and **SVM** algorithms to dissect behavioral data from student gameplay
of **80+** college-level participants. Demonstrated novel application for enhancing student learning in educational sector

**Data Science Analysis of Malicious Ads and Threat Detection Automation for Cybersecurity Progress**Fullerton, CA

CUSF ASSURE-US | Dr. Doina Bein

August 2022 – May 2023

- Engineered a cyber-threat detection system by implementing web scraping algorithms to gather data from search
  engine advertisements, followed by robust preprocessing and feature engineering techniques. Utilized advanced
  machine learning algorithm Random Forest to classify 650,000 URLs by attack type, achieving an accuracy of 91.4%
- Designed and deployed a real-time, machine learning web application for autonomous threat identification, providing instantaneous URL risk assessment. Demonstrated practical application of cybersecurity concepts in SWE

### **CONFERENCE/PUBLICATION EXPERIENCE**

S. Nguyen and D. Bein, "Data Science Analysis of Malicious Advertisements and Threat Detection Automation for Cybersecurity Progress," 2023 IEEE 13th Annual Computing and Communication Workshop and Conference (CCWC), Las Vegas, NV, USA, 2023, pp. 0695-0704, doi: 10.1109/CCWC57344.2023.10099325.

R. Gudipudi, S. Nguyen, D. Bein, and S. Kurwadkar, "Improving Internet Advertising Using Click-Through Rate Prediction," in Human Factors in Software and Systems Engineering, T. Ahram, Ed., AHFE International, USA, 2023, vol. 94, AHFE Open Access, [Online]. Available: http://doi.org/10.54941/ahfe1003772.

## **TECHNICAL SKILLS**

- Languages: Python, R, C++, C#, SQL, HTML, Bootstrap CSS, Java, JavaScript, NASM Assembly
- Developer Tools: Visual Studio Code, Flask, Scikit-Learn, TensorFlow, Keras, Jupyter Notebook, RStudio, Unity, Xcode, MySQL, FastAPI, WebGL, Deepnote, Overleaf, Android Studio, Wireshark, Cisco Packet Tracer
- Technologies: Linux, GitHub, Git, AWS (Lambda, CloudWatch EC2), Node, IS, Databricks, SOLite, Kaggle, Oracle VM

### AWARDS/SCHOLARSHIPS