
Luan Phan

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SUMMARY

Senior undergraduate student pursuing a Bachelor of Science in Computer Science at Arizona State University. Strong academic foundation in algorithms, data structures, and theoretical computer science, demonstrated by consistent performance in coursework. Currently seeking opportunities to apply and expand knowledge in software development while gaining practical experience in the field. Committed to continuous learning, problem-solving, and contributing to team success.

EDUCATION

Bachelor of Science in Engineering, Computer Science. Arizona State University, Tempe, Arizona	Expected Graduating Spring 2026 3.63 GPA
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TECHNICAL SKILLS & COURSES

Programming: C/C++, Java, Python, MIPS Assembly, x86 Assembly, MATLAB
Relevant Classes: Theoretical Computer Science, Object-Orientated Program & Data, Assembly Language, Data Structure & Algorithms, Operating Systems.

PROFESSIONAL EXPERIENCE

Arizona State University, Tempe, AZ: Teaching Assistant Candidate Demonstrated strong academic performance in foundational courses like CSE 310 (Data Structures and Algorithms) and CSE 355 (Introduction to Theoretical Computer Science), with consistent grades of 'A.'	Spring 2024 – Fall 2024
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ACADEMIC PROJECTS

Linux Kernel Development Set up UTM VM with Ubuntu 22.04.1, compiled and installed latest Linux Kernel enhancing knowledge of kernel architecture. (C++)	Fall 2024– Fall 2024
Kernel Synchronization & Memory Management - Implemented a kernel module to solve the producer-consumer problem using kernel threads and semaphores, calculating process elapsed times. (C++) - Simulated memory management in, traversing page tables to assess memory metrics, and implemented kernel functions to explore virtual memory management. (C++)	Fall 2024– Fall 2024
Embedded System – Maze-solving robot. (C, FRDM-KL46Z) - Programmed the NXP KL46Z microcontroller in C to interface with peripherals including TCS34725 color sensor over the I²C protocol and the HC-SR04 ultrasonic sensor. - Built and integrated a distributed embedded system enabling real-time obstacle detection, path decisions, and autonomous maze-solving behavior.	Fall 2025