THIEN NGUYEN

SOFTWARE DEVELOPER

Objective

To obtain an internship or co-op utilizing my computer science training in software development for designing and implementing programs.

Projects

Personal Site

HTML5/CSS3/Javascript/Sass
June 2018
Portfolio website do demonstrate understanding of basic design principles.

MEVN quickstart

MongoDB, ExpressJS, VueJS, NodeJS
May 2018
Created a simple MEVN boilerplate for future MEVN stack projects.

Maze Game

C++, OpenGL, PixelEdit
February 2018
Developed a maze game using OpenGL and shortest path algorithm.

Contact

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Clovis
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https://github.com/skipdisk

Education

Bachelor of Science (CSU Fresno)

Majoring in Computer Science
Expected Graduation (December 2019)

Skills

HTML5
CSS3
JavaScript
Node.js
VueJS
C++
MongoDB
Python

Also proficient in Adobe Photoshop and Illustrator, grew up bilingual (English and Vietnamese).