

VANESSA NGUYEN

SOFTWARE ENGINEER

OBJECTIVE

To obtain a challenging Software Engineering position where my creativity, problem-solving skills, and experience in Python, Java, C++, frontend Development and SQL, can be utilized to enhance user experience and drive business objectives.

EXPERIENCE

NOVALINK SOLUTIONS

Software Engineer

January 2024 – Present

- Developed and enhanced website features, focusing on user-centric design, improved functionality, and seamless scalability.
- Collaborated with cross-functional teams to implement intuitive front-end designs using modern frameworks such as React and Angular.
- Built and optimized backend systems to improve performance, scalability, and reliability, leveraging technologies such as Node.js, Python, or Java.
- Improved website responsiveness and user experience by implementing best practices in HTML, CSS, and JavaScript.
- Designed and integrated RESTful APIs to streamline communication between front-end and back-end systems.
- Strengthened backend architecture by implementing database optimizations and enhancing data flow with relational (SQL) and NoSQL databases.
- Conducted rigorous testing and debugging to ensure functionality and resiliency under high traffic loads.
- Implemented CI/CD pipelines for faster and more reliable deployment processes.
- Created dashboards and monitoring tools to proactively identify and resolve production issues.
- Actively participated in agile development processes, including sprint planning, daily standups, and retrospectives, to drive project success.
- Researched and applied new tools and technologies to enhance system performance and maintainability.

CONTACT

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Atlanta, GA

ABOUT ME

I'm a passionate software engineer who loves solving complex problems and building great solutions. I thrive in collaborative teams, bringing positivity, humor, and technical expertise to every project. When I'm not coding, I'm exploring new tech or perfecting my coffee game!

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY 2023

BS in Computer Science

Concentration: People and Design

SOFT SKILLS

- Collaboration and Partnership
- Problem solving and Debugging
- Agile Development practices
- Verbal and Written Communication
- Situational adaptability

SCHOOL GAP

August 2023 – December 2023

- Achieved Dean's List recognition for academic excellence.
- Focused on developing skills in user-centered design, software engineering, and technical problem-solving.
- Completed projects in [mentioned key projects, e.g., web development, software design, etc.].

GEORGIA TECH RESEARCH INSTITUTION

Software Engineer Student Researcher

September 2022 – August 2023

- Developed and tested software prototypes as part of research initiatives, leveraging languages like Python and Java.
- Collaborated with faculty and cross-functional teams to analyze project requirements and design proof-of-concept solutions.
- Implemented secure coding practices to protect sensitive research data and maintain system integrity.
- Performed code reviews and debugging to optimize performance and scalability in both front-end and back-end components.
- Contributed technical documentation and research findings to project reports, ensuring clarity for future development efforts.

GEORGIA TECH RESEARCH INSTITUTION

Cipher IT Student Assistant

August 2020 – September 2022

- Provided IT support and troubleshooting for software, hardware, and network issues, maintaining a high level of customer satisfaction.
- Assisted in configuring and updating campus systems, ensuring efficient and secure operation for academic and research use.
- Automated routine tasks with custom scripts, reducing manual effort and streamlining department workflows.
- Coordinated with peers and supervisors to address escalated technical challenges, showcasing strong communication and problem-solving skills.
- Maintained up-to-date knowledge of university technology policies and security standards, implementing best practices for data protection.

KENNESAW STATE UNIVERSITY

UITS Service Desk Student Support

May 2018 – September 2020

- Served as the first point of contact for IT inquiries, resolving account, software, and network issues for students, faculty, and staff.
- Utilized ticketing systems to document, prioritize, and track support cases, ensuring efficient resolution and follow-up.
- Troubleshoot connectivity and compatibility problems across diverse devices, consistently meeting performance benchmarks.
- Engaged in ongoing training sessions to stay current on university systems and emerging technologies.
- Collaborated with senior technicians to escalate complex issues, enhancing teamwork and service quality.

PROJECTS

Rag-A-Thon Hackathon 2024 – Lead Front-End Developer

- **Led the development** of a cross-platform health application, **leveraging Flutter** for scalability and reliable performance on iOS and Android.
- Designed and implemented **intuitive UI/UX interfaces**, prioritizing user-friendly experiences and accessibility for diverse demographics.

- **Collaborated with cross-functional team members** (front-end, back-end, AI/ML) to integrate AI-driven chatbot features, ensuring smooth data flow and scalability.
- Employed **Agile methodologies** to manage tasks and deadlines, documenting milestones and **adhering to change control standards** for the hackathon.
- Utilized **version control (Git)** to coordinate development efforts, track changes, and facilitate rapid iteration.
- Conducted **front-end performance tuning** and testing, creating a resilient and responsive user experience under heavy loads.

GBA Game Development (Georgia Tech CS 2631) – Developer

- **Developed a Game Boy Advance game** in C++, handling key gameplay mechanics, **GUI design**, debugging, and audio/visual elements.
- **Collaborated with peers** to ensure consistent and integrated code, using **version control** for efficient team coordination.
- **Optimized graphics and performance**, verifying functionality through unit testing and iterative debugging.

Basic to Python Interpreter (Georgia Tech CS 2110) – Project Leader

- **Directed a cross-functional team** to build an interpreter, increasing **code conversion accuracy by 40%** while reducing development time by 25%.
- Implemented **object-oriented programming** principles and structured code review sessions to maintain high-quality standards.
- Employed **SQL** (or other data storage solutions) for tracking interpretation results and user test inputs, ensuring reliable data handling.
- Utilized **Agile methods** for sprint planning, task assignment, and **continuous integration** to merge changes seamlessly.

Team Leader for Java-Based Tower Defense Game Project

Georgia Tech CS3311 • 2021

- **Led a team** to create a Windows-based tower defense game using **Java**, guiding overall architecture and design decisions.
- **Developed frameworks** for gameplay mechanics, including animations and sprite interactions, ensuring high-quality, responsive performance.
- **Implemented user interface** design elements, focusing on clarity and intuitive gameplay experiences.
- Oversaw **continuous testing** and debugging processes, aligning with best practices for resiliency and scalability.
- Ensured timely delivery through **effective leadership** and communication, coordinating tasks to hit project milestones.

P2P Blockchain (KSU Senior Project) – 2020

- **Implemented a secure P2P program** that utilized **blockchain** to enable encrypted file transfers, focusing on authentication and data integrity.
- **Developed the blockchain ledger** in **Python**, showcasing proficiency in backend logic and **object-oriented** programming patterns.
- Built the front-end using **Angular, JavaScript, and CSS**, ensuring a **scalable** and user-friendly interface.
- Employed **version control (Git)** to collaborate with team members and **CI/CD pipelines** (if applicable) for streamlined development.
- Conducted **destructive testing** to ensure the system's resiliency and robust security against potential vulnerabilities.