



THONG NGUYEN

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Georgia Institute of Technology, Atlanta, GA

M.S. in Computer Science, May 2022

GPA: 4.0/4.0

Rochester Institute of Technology, Rochester, NY

B.S. in Software Engineering, Dec 2018

Product-driven software engineer with 6+ years of experience in automating and beautifying work processes for both clients and colleagues. Seeking a challenging opportunity to leverage and expand skills for maximum impact.

EXPERIENCE

Amazon, Software Development Engineer, Remote (via Ascendion)

Jul 2022–Present

- Expedited critical issue resolutions across 5 complex codebases amidst frequent context switch, delivering business process automation and data-driven insights while slashing over 3700 manual hours annually.
- Led backend optimization by building a code generator library in Java that automatically writes 10K Python jobs, each processing 20 chained SQL queries against 3 GBs of data, achieving a 70% reduction in execution time.
- Collaborated with product managers and designers to enhance UX of 12 workflow modeling nodes in React, emphasizing page load time and ensuring code readability through meticulous code reviews.

Hillside Farms, Software Development Engineer, Irvine, CA

Mar 2019–Jul 2020

- Built from scratch an [interactive catalog](#) serving 99 pet treat product images below 20 KBs and eliminated 100% extra cost of deployment and hosting by integrating Angular to a legacy WordPress system.
- Translated 6 UI best practices into reusable frontend components, including the innovative neumorphic UI design, zoom on hover, animation staggering, and 3 others for future use across 4 sites.

Fancy Pants Group, Web Development Intern, New York, NY

Aug 2016–May 2017

- Facilitated single-handedly the design, development, testing, and release of [Job The Builder \(JTB\)](#), improving job startup time by 500% for 20 in-house producers interfacing over 100 high-profile clients.

PROJECTS

GamePub: Collaborate on games and share assets through job bounties.

Aug 2021–May 2022

- Led R&D of the web platform for Master's Capstone Project, enabling students to showcase game creations, find contributors, and trade 1000s of open-source game assets and APIs on a job board interface.
- Designed and maintained a \$0-cost operative solution to support 7K monthly active users, incorporating Angular, Express, MongoDB, and Auth0 with external Unity Package registries.

Juggly: Empower college students juggling housework and homework.

Aug 2021–Dec 2021

- Devised grocery freshness tracking app, leveraging smartphone cameras using React Native and microservice model to scan receipts and match OCR results against shelf lives of 600 food items.
- Iterated on dashboard UI over 5 sprints based on customer feedback, innovating with a fuzzy search feature to reduce manual input as quantity grows beyond 20 items across multiple receipts.

Google Glass: Captioning on Glass for the deaf and hard-of-hearing community.

Aug 2020–Dec 2020

- Pioneered a virtual 3D close-captioning test environment for head-worn displays or smart glasses using TypeScript, A-Frame WebVR, and three.js, as part of Dr. Thad Starner's Ubiquitous Computing class.
- Successfully captured specific speakers using raycasting and converted findings into a 20-page research paper.

Full-stack development

Angular & React front-end development

HTML, CSS, JavaScript

Interactive UI design

Usability design

Asynchronous programming

RESTful API

Object-oriented programming

Software design patterns

Test-driven development

Agile project management

Knowledge transfer

Code reviews

Version control

AI & Machine learning

Game development