

# An Nguyen

St. Paul, MN (Willing to relocate globally/work remotely) | (651) 233-7619  
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## Education

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**University of Minnesota – Twin Cities**  
*Bachelor of Science, Computer Science* (GPA: 3.171/4.0)

Minneapolis, MN  
*Expected Fall 2021*

## Work Experience

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### Telsoft Company

*Software Engineer Intern*

Hanoi, Vietnam

*July 2020 – October 2020*

- Focused on front-end development; created a web form which allowed for the entry of network IP addresses and wrote code to modify database records on form submission.
- Developed web application in Netbeans IDE using Java, deployed the application with Apache Tomcat, managed Oracle DB with SQL Navigator, and utilized JSF Primeface for front-end development.

### C.H. Robinson

*Student Software Engineering Project*

Minneapolis, MN

*September 2020 – May 2021*

- Worked on a web project creating a scheduling and reservation form.
- Developed front-end in React.js, used Swagger for API design, drew wireframes to outline application interactions, created backend CRUD API with ASP.NET Core and leveraged CosmosDB for data storage.

### Critical Systems Research Group (University of Minnesota)

*Undergraduate Research Assistant, Software Engineering*

Minneapolis, MN

*July 2019 – May 2020*

- Used Java to create software simulating the launch process of a system of rockets.
- Maintained and updated software to make it compatible with running on specific tools for research.

### Video Game Development Club (University of Minnesota)

*Programming Member*

Minneapolis, MN

*Jan. 2018 – Oct. 2018*

- Independently planned, designed, and developed a game called “The Summer Rain” using Python.
- Hosted application on itch.io; designed and created all game assets and audio.

### University Dining Service (Comstock Hall)

*Student Worker*

Minneapolis, MN

*Nov. 2017 – Apr. 2018*

## Volunteering & Leadership

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### Vietnam International Student Association

*Event Coordinator*

Minneapolis, MN

*August 2018 – May 2019*

- Led planning and budgeting efforts for scheduling event dates, prepared event contents, and led group events.

## Skill Areas

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- *Languages:* Proficient in Python, SQL, C++, C, Java, GodotScript, Assembly, Ocaml, HTML, JavaScript, CSS
- *Tools & Practices:* Git, Multithreading, UNIX operating system, Google unit testing, Azure Cosmos DB, ASP.NET Core, React, Software Testing, Flask, Postgresql, Heroku, Agile
- *Other:* Fluent in English and Vietnamese