

# An Nguyen

St. Paul, MN (Willing to relocate globally/work remotely) | (651) 233-7619  
[nguy3185@umn.edu](mailto:nguy3185@umn.edu) | <https://github.com/An-Nguyen-profile-umn> | [linkedin.com/an-nguyen](https://www.linkedin.com/in/an-nguyen)

## Education

---

### University of Minnesota – Twin Cities

Bachelor of Science, Computer Science (GPA: 3.171/4.0)

Minneapolis, MN

Expected Fall 2021

## Work Experience

---

### 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 – present

- Worked on a web project creating a scheduling and reservation form.
- Used Swagger for API design, drew wireframes to outline application interactions, 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

---

### 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

---

- *Languages:* Proficient in Python, SQL, C++, C, Java, GodotScript, Assembly, Ocaml, HTML, JavaScript, CSS
- *Tools & Practices:* Experienced with Git, Multithreading, UNIX operating system, Google unit testing, Azure Cosmos DB, Azure Functions
- *Other:* Fluent in English and Vietnamese

## Professional Interests

---

- Full stack software engineering
- Database management systems