

ANDREW NGUYEN

COMPUTER SCIENTIST | TECH AND CODING ENTHUSIAST

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WORK EXPERIENCE

Computer Technician

Carleton University , Sep 2019 - Mar 2020

- Set up and maintained computers both software and hardware inside of assigned labs across campus.
- Responded to computer issues by carefully troubleshooting and attempt to isolate as possible problems.
- Took inventory of various computer parts and replaced broken parts whenever necessary.

PROJECTS

Portfolio Website

Personal Website , August 2021

- Used a combination of HTML and CSS alongside frameworks such as Bootstrap to create a website portfolio hosted on Github.
- Focused on making an intuitive easy to use design that is still aesthetically pleasing.
- Designed a responsive system to accommodate a wide range of devices and displays while still being responsive and optimized.

Denas Therapy Device Simulator

Course Project , February 2021

- Used C++ alongside QT creator framework to create an intuitive and responsive design.
- Simulator created with the help of many design diagrams such as use case and UML diagrams.
- Accurately simulated Denas Therapy Device with the use of multiple object oriented programming concepts.

Restaurant Delivery Service

Course Project , March 2019

- Designed a fully functional webstore with updating database.
- Through an effective use of Node.js, JavaScript and MongoDB and material design guidelines users are able to browse and purchase items.
- Items were dynamically generated based on a MongoDB database, managed by an administrative backend to easily add and manage items and inventory.

Virtual Thrift Shop

Hackathon Project , February 2018

- Developed a live online bidding process for more popular articles of clothing through use of effective javascript and MongoDB.
- Wrote backend in javascript to efficiently make secure transactions between regular purchases and bidding processes.
- Helped develop an easy to use front end where clothing information would be converted into JSON data to be efficiently used in the backend.

EDUCATION

Computer Science Major

Carleton University

2017 - Currently

General Biology

Carleton University

2016 - 2017

SKILLS

Programming languages



Python

HTML/JavaScript

Java

C++

C

Scheme

Prolog

Frameworks



Qt Creator

Bootstrap

MongoDB

PostgreSQL

React.js

Node.js

Other skills



Windows

Virtual Machines

iOS

UNIX

Linux

HACKATHONS

CUHacking 2018 - Ottawa

Participant

2018

COURSEWORK

Operating Systems

Object-Oriented Software Engineering

Fundamental Web Applications

Databases

Discrete Mathematics

Abstract Data Structures