

Andy Nguyen

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EDUCATION

Penn State University, University Park

August 2013 to May 2017

Major: Bachelor of Science in Information of Sciences and Technology

Option: Integration and application development

Overall GPA: 3.31

SKILLS

- **Applications:** Adobe (Dreamweaver, Fireworks, and Photoshop) Brackets, Eclipse, Google Web Designer, JustInMind prototyper, Marvalapps, Microsoft Office (Excel, Outlook, PowerPoint, Projects, Visio, Word), and Notepad ++
- **Computer Languages and Scripts:** Bootstrap, CSS, Java, JavaScript, HTML, and SQL

EXPERIENCE

Tata Consultancy Service

Mount Laurel, NJ

Software developer intern

May 2016 to August 2016

- Provided Comcast with IT service by performing data transfer to their servers
- Created relationship diagrams and Use Case diagrams for the Comcast wiki page
- Independently learned and created a website based on AngularJS and Bootstrap

PROJECT

Lifting Coach

October 2016 to December 2016

- Brainstormed an app that can help promote health and fitness
- Created personas to have a better understanding of the user group
- Researched user group through interviews to determine the functions for the app
- Created the wireframe using JustInMind

Chase Mobile App function

October 2016 to December 2016

- Managed team's performance and progression
- Problem solved JPMorgan's business problem by coming up with a solution to long customer wait time to meet a banking representative
- Designed the wireframe function using JustInMind that enable the user to schedule an appointment with a Chase banking representative

George's Floral

October 2016 to December 2016

- Proposed business solutions to further enhance client's communication concern
- Analyzed client's website and provided client feedback
- Prototyped a redesigned version of the website using HTML and CSS

UX/UI Alumni Prototype app

February 2017 to May 2017

- Focused on user centered design to develop a wireframe app for our Alumni group
- Interviewed the user group to determine the most important functions
- Designed the wireframe using MarvelApps
- Ran user testing to receiver feedbacks in order to adjust the wireframe