

ANNE MERIE NGUYEN

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Education

Cypress College

Cypress, CA

A.S. in Computer Science

May 2025

- Relevant Coursework: Data Structures and Algorithms, Discrete Mathematics, Introduction to Business, Introduction to Psychology

Experience

UI/UX Design Club

Cypress, CA

UX Researcher and Designer

May 2024 - Present

- Conducted **user research with 20+ participants**, using **Google Forms** for surveys and **Miro** for affinity mapping to identify key pain points in navigating the U.S. immigration website
- Improved **task success rate by 45%** by implementing a redesigned information architecture and prototyping a more intuitive user interface in **Figma**

Honors Transfer Council of California (HTCC) Research Conference

Riverside, CA

Research Presenter

Oct. 2024 - Dec. 2024

- Examined the impact of video game mechanics on prosocial emotions by conducting a 2-month literature review of 15+ scholarly sources, identifying key design patterns that enhance player empathy

Projects

Interactive Game Library Dashboard | *React.js, Tailwind CSS, Firebase*

[🐙 GitHub](#)

- Implemented a **dynamic UI** with **React state and hooks**, allowing real-time game search and updates, improving load performance by **40%**
- Integrated **Firebase** authentication for user accounts, and favorite game saving, enhancing personalization and engagement
- Designed a sleek, responsive UI with **Tailwind CSS**, enhancing web responsiveness and reducing CSS file size by **50%**
- Integrated **RAWG API** to dynamically fetch and display game data, improving search efficiency and reducing manual data management

CATask - Productivity App | *React.js, Tailwind CSS, Redux, Framer Motion, LocalStorage*

[🐙 GitHub](#)

- Developed a dynamic calendar and to-do list UI in **React.js**, implementing modular components for task creation, deadline tracking, and interactive countdowns
- Integrated **Framer Motion animations** to create smooth task transitions and interactive cat companions, enhancing user engagement by **60%** through microinteractions that reinforce task progress
- Implemented **global state management** using **Redux**, optimizing task retrieval and persistence with **LocalStorage**, reducing state load times by **50%** and ensuring data is available across sessions

Leadership

Video Game Development Club

Cypress, CA

Project Lead

May 2024 - Present

- Led a team of 6 developers to design and build a game over 10 weeks, managing 15+ tasks and achieving 100% on-time project
- Mentored 3 new members, increasing team efficiency by 30% through structured training and collaborative problem-solving

Technical Skills

Languages: TypeScript, JavaScript, C++, C#, HTML, CSS

Developer Tools: Git, Github, Google Cloud Platform

Libraries/Frameworks: React, Next.js, TailWind CSS, Framer Motion, Firebase

Design: Adobe Photoshop, Adobe Illustrator, Figma, Miro