

PHI HUNG NGUYEN

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EDUCATION

UCLA

LOS ANGELES, CA

B.S. Computer Science

Expected Graduation: Fall 2025

- Relevant Coursework: Software Construction, Algorithms, Operating Systems, Theory of Computing.

MOORPARK COLLEGE

MOORPARK, CA

Associate of Science in Computer Science, Mathematics and Physics

2020-2023

- 4.0 GPA, Dean's List every semester.

Break Through Tech at Cornell Tech, New York, NY

Date Completed: August 2024

TECHNICAL PROFICIENCIES

- Languages: Python, C++, JavaScript, HTML
- Development Tools: Visual Studio, GitHub, Git, Arduino
- Libraries, Packages and Databases: React, Node.js, Firebase, Pandas, NumPy, Keras, TensorFlow, Scikit-learn

TECHNICAL EXPERIENCE

CLASSSYNC PROJECT

LOS ANGELES, CA

Project Lead + Security Lead

Jan 2024 - March 2024

- Collaborated with a team of four to create an alternative UCLA Degree Audit System tailored for Computer Science students using **React**, **CSS**, and **Firebase** for an interactive and seamless experience.
- Engineered the integration between front-end and back-end, implementing essential Cloud Firestore operations to ensure robust communication between clients and servers.
- Developed a comprehensive authentication system, enabling secure sign-up/sign-in via email, including features for password reset and credential verification to enhance security.

IRON MAN GAUNTLET - HACK COMPETITION

LOS ANGELES, CA

Project Lead + Electrical Lead

July 2023

- Designed a gauntlet within 48 hours with functional sensors and real-time data transmission to a website.
- Developed an **Arduino**-based circuit with ultrasonic, air quality, and temperature/humidity sensors, combined with an OLED display for real-time data, and an LED for air quality or fire warnings.
- Collaborated with website and CAD team members to successfully transfer data to the website in near-instant, with a delay of only 3ms.
- Presented the design to a panel of judges and received recognition for the Most Innovative Electrical Design.

IPODUINO

LOS ANGELES, CA

Programmer

July 2023

- Developed a dynamic music player circuit utilizing a buzzer and multiple LEDs with **Arduino Nano**.
- Implemented a song-switching feature, enabling on-the-fly song changes via a simple button press.
- Achieved near instant song switching with a delay of only 4ms.
- Presented the design and received award for being one of the top 3 Ipoduino designs in the program.

BUGS GAME

MOORPARK, CA

Programmer

Jan 2021 - Feb 2021

- Created unique insect behaviors in a **C++** codebase for a grid-based bugs game where various insect types interact in creative ways.
- Programmed a "twin bug" that triggers an explosion upon contact with another twin bug, eliminating all nearby insects on the grid.
- Developed an interactive and user-friendly environment, allowing players to add insects in real-time with a button press.

