BRIAN E. NGUYEN

brianenguyen.com brian.edison.nguyen@gmail.com github.com/Buraiyen linkedin.com/in/brian-e-nguyen

OBJECTIVE

Bachelor's of Science in Computer Science graduate seeking a front-end development position to utilize 6 years of programming experience and to develop a long term career.

EDUCATION

California State University, Long Beach

B.S. in Computer Science (GPA: 3.05)

Long Beach, CA

Graduation Date: May 2020

• Activities: General Volunteer (2016 – 2020) and President of CSULB Tzu Ching (2019 – 2020)

WORK EXPERIENCE

Code Ninjas Aug. 2020 - Present

Assistant Director | May 2022 – Present

Cerritos and Fullerton, CA

Coding Instructor | Aug. 2020 - Present

- · Hosted and taught web development classes at middle and high schools using HTML, CSS, and JavaScript
- Tutored students of different levels of proficiency in the computer science curriculum using JavaScript, Lua, and C#
- Assisted students in developing programs and helped debug errors, which increased the completion rate by 50%
- Managed the learning process by grading coding assignments and responding with detailed, constructive feedback
- Informed potential customers on center programs and processes
- Administered online classes with 25 100 students and delegated tasks to other coding instructors

PROJECTS

All Elite Network | bit.ly/BEN-All-Elite-Network

April 2022 - Present

An unofficial streaming service for All Elite Wrestling that features Pay-Per-Views, TV shows, and YouTube videos. Developed with **React.js**, **React Router**, **Sass**, and **MongoDB**.

CSULB Tzu Ching | bit.ly/BEN-LBTC

November 2021

Website developed for CSULB Tzu Ching, a collegiate volunteering organization that focuses on medicine, education, charity, and humanistic culture. Developed with the **Vue.js** and **Vuetify** material design framework.

Senior Project: Kraken Bracket | bit.ly/Kraken-Bracket

May 2020

An alternative bracket-creation app, Kraken Bracket aims to provide a more streamlined service for users and to promote more social aspects between tournament players, spectators, and organizers.

- Year-long project consisting of six members
- Front-end developed with Vue.js
- Back-end developed with MySQL for storing data, ASP .NET Core 2.2 for web API's, and .NET Core 2.2 for business rules/data access
- · Integrated back-end data to the front-end for tournament bracket, authentication, and authorization modules
- Produced unit and E2E testing for various front-end and back-end features
- Taught all team members front-end and Vue.js fundamentals, which improved productivity by 20%
- Followed Agile through Scrum Methodology

SKILLS

- Languages: HTML, CSS, JavaScript
- Libraries / Frameworks: React.js, Vue.js, Bootstrap 4, Vuetify, React Material UI, TailwindCSS, Sass
- Version Control: Git
- Methodology: Agile through Scrum Methodology
- Operating Systems: Linux, Windows 10
- Cloud Services: Heroku, Cloudflare