CHRIS NGUYEN

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EDUCATION

California State University Long Beach   *May 2023*
Bachelor of Science in Computer Science   *Honor Roll, GPA: 3.62*

Notable Courses
- *Artificial Intelligence, Database Fundamentals, Data Structures, Mobile App Development, Object Oriented App Development, Operating Systems, Software Project Management and Testing*

SKILLS

Programming: JavaScript, HTML, CSS, Python, Java, React, Node, C++, SQL

Tools: Visual Studio Code, Visual Studio Community 2022, IntelliJ IDEA, Microsoft Office, Firebase Database, Git, MySQL, PostgreSQL

Languages: English (Speaking, Reading, Writing), Vietnamese (Casual Speaking, Reading)

PROJECTS

Itinerary Web Application [*JavaScript, HTML, CSS, React, Node*]
Developer
- Built a web application that allows users to create and manage itineraries to plan trips.
- Developed an interactive map and search page to work with Google Maps API and Locations API.
- Implemented an add-to-itinerary feature for place of interest through the interactive map.
- Assisted in creating a weather tracker that will determine the weather of where the user wishes to visit.
- Nominated for College of Engineering Senior Expo 2023
- *github.com/Matt-Hoang/QuackQuackGo*

Fridge Management Web Application [*JavaScript, HTML, CSS*]
Developer, Team Manager
- Built a web application that enables fridge space to be easily managed and shared amongst a household.
- Developed an add-item page that allows users to input an item, along with its dimensions and other details, into the fridge.
- *github.com/Tommy-Long4358/Infridgement*

Discord Bot [*Python*]
Developer, Team Manager
- Built a multi-purpose Discord Bot to avoid the use of multiple bots.
- Developed features such as a music player feature that allowed bot to play music/audio from Youtube and a friend code system to save friend codes of different games and systems.
- *github.com/Crisu07/ChummyBot*

Text-Based RPG [*Java*]
Developer
- Created a text-based RPG game revolving around a generated map grid; allowing the user to explore, loot, and engage in turn-based combat.
- Designed and implemented a combat system that allows the player and enemy to use a variety of attacks.
- *github.com/Crisu07/TextRPG*

EXPERIENCE

Keyboard Handicraft
- Worked closely with clients to achieve a custom keyboard tuned to their liking.
- Provided services such as sourcing parts and assembly.
- *github.com/Crisu07/KeebGallery*