CHRIS NGUYEN

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ABOUT ME

- Outgoing and friendly with a strong drive to succeed and learn. Recent graduate with technical and problem-solving skills. Anxious to obtain an entry-level position to help launch career while achieving company goals.

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

EDUCATION

California State University Long Beach   *May 2023*

- Bachelor of Science in Computer Science   *Honor Roll, GPA: 3.621*

Notable Courses

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

SKILLS AND TOOLS

Programming: JavaScript, CSS, HTML, Python, Java, React, Node, C++, Kotlin
Tools: Visual Studio Code, Visual Studio Community 2022, IntelliJ IDEA, Microsoft Office, Firebase Database, Git, MySQL, PostgreSQL, Android Studio

PROJECTS (AVAILABLE IN GITHUB)

QuackQuackGo   Sep 2022 - May 2023
Developer
- QQG is a web application that allows users to create and manage itineraries to plan trips conveniently. By allowing users to create their own itinerary, they can seamlessly make places to places they want to visit
- *github.com/Matt-Hoang/QuackQuackGo*

Infridgement   *March 2023 - May 2023*
Lead Developer, Team Manager
- Infridgement is a web application that enables fridge space to be easily managed, shared, and organized amongst a household.
- *github.com/Tommy-Long4358/Infridgement*

Chummy Bot   *Jul 2021 - Aug 2022*
Lead Developer
- Led a group of friends to create a multi-purpose Discord Bot in Python for fun
- *github.com/Crisu07/ChummyBot*

TextRPG   *Feb 2021 - May 2021*
Developer
- Dungeon Master is a text-based RPG game revolving around a generated map grid. The user will be able to play with their own name whilst exploring and engaging in combat.
- *github.com/Crisu07/TextRPG*