

# Huy Xuan Hoang Nguyen

huynh38456@gmail.com | (714)363-8181 | [GitHub: DaveStutler](#) | [LinkedIn: huynghuyen2002](#)

## Summary

---

Enthusiastic and adaptable professional with a proven track record of thriving in collaborative, competitive environments. Leverage a strong background in Object Oriented programming languages and a passion for creating innovative products that carries meaningful impact. Adept at working effectively within teams while maintaining a commitment to excellence. Academic excellence underscores dedication to continuous learning and personal growth.

## Education

---

### UNIVERSITY OF CALIFORNIA, DAVIS

JUNE 2024

- **Major:** Bachelor of Science in Computer Science
- **GPA:** 3.3
- **Course:** Software Development in UNIX & C++, Implementation of Data Structures (C), Artificial Intelligence & Machine Learning (Python), Gameplay Programming (C#), Programming Language (Java, Haskell, Prolog), Web Development (NodeJS)
- **Certificate:** [CodePath Web Development Certificate](#)

## Skills

---

- **Proficient Programming Languages:** C++, C, C#, Python, JavaScript, Java,
- **Software:** Git, Linux, Unity
- **Languages:** English and Vietnamese

## Personal Projects

---

### PARTICLE COLLIDER DATA ANALYSIS AND GENERATION

AUGUST 2022

- Collaborated with a team of 7 inspired data scientists to analyze particle collision dataset using Jupyter Notebook
- Developed nonlinear SVM model to classify linear and spherical collisions, enabling categorization of collision types.

### A\* PATHFINDER

AUGUST 2022

- Implemented A\* artificial intelligence algorithm to predict distance using Python
- Partnered in a team of three to find shortest distance from the base to summit based on data gathered for Mount St. Helens
- Coded the mathematical optimization technique (heuristic) for the AI's shortest distance calculation

### CONNECT4 AI PLAYER

AUGUST 2022

- Implemented the Minimax algorithm for a Connect4 AI player in Python with a group of three
- AI Player successfully won two games against Monte Carlo AI players with a 0.5 second response time

### LED INTERACTIVE LIGHT TABLE

FEBRUARY 2021

- Programmed a LED interactive table using C++ programming language and Arduino IDE
- Build a prototype LED cardboard table using light sensors to change the LED color by detecting object that are placed upon the table.

## Experience & Leadership

---

### UCD ECOCAR SOFTWARE ENGINEER MEMBER

JANUARY 2023 - PRESENT

- Collaborated with a multidisciplinary team of engineers to design, develop, and implement innovative solutions for EcoCAR competition challenges to tackle optimizing car energy consumption.
- Contributed code reviews and testing to team meetings to ensure the reliability and robustness of automotive software applications.

### UC DAVIS STUDENT ASSISTANT TUTOR

OCTOBER 2023 – PRESENT

- Collaborated with course instructors to align tutoring efforts with the course curriculum and learning objectives.
- Assisted students in understanding key programming concepts, syntax, and problem-solving strategies using C Programming.

### DEVELOPER FOR A 2D GAME

MAY 2023 – JUNE 2023

- Coordinated with team of five designing an interactive 2D game using C# and Unity
- Deployed gameplay mechanics, user interfaces, and audio effects within 4 weeks