Huy Xuan Hoang Nguyen

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Summary

Enthusiastic and adaptable professional with a proven track record of thriving in collaborative. Leverage a strong background in Object Oriented programming languages and a passion for mentoring students to develop their coding skills. Committed to fostering a positive learning environment where students are motivated to learn. Adept at working effectively within teams while maintaining a commitment to excellence. Dedicated to continuous learning and personal growth.

Education

UNIVERSITY OF CALIFORNIA, DAVIS *JUNE 2024*

- **Major:** Bachelor of Science in Computer Science
- **GPA:** 3.25
- **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, Django)
- **Certificate:** CodePath Intermediate Web Development Certificate

Skills

- **Proficient Programming Languages**: C++, C, C#, Python, JavaScript, Java
- **Software**: Git, Unity, Jupyter Notebook
- **Framework**: React, Django
- **Languages**: English, Vietnamese

Experience & Leadership

ACADEMIC GENEALOGY WEBSITE *JANUARY 2024 – JUNE 2024*

- Collaborated with a team of 4 developers to deploy an academic genealogy website for the UC Davis Computer Science department
- Successfully launched the website with 20 weeks
- Utilized Django as the primary web framework to ensure robust backend functionality

UCD ECOCAR SOFTWARE ENGINEER MEMBER *JANUARY 2023 – JUNE 2024*

- 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 – JUNE 2024*

- 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

Personal Projects

PORTFOLIO WEBSITE *JUNE 2023 – PRESENT*

- Designed a front-end development of the (mobile/computer) site using React framework
- Improved user interfaces through adding scrolling animation, toggle, and dark-mode (using JavaScript)

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