David Thong Nguyen.com

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Objective

Seeking learning experience with Front-end or Full-stack development in a Spring/Fall Co-op position

Education

ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY
4th Year out of 5-Year Program, expected graduation 2018
Bachelor of Science in Software Engineering
Concentration: Usability Minor: Psychology GPA: 3.1/4.0

Work Experience

Fancy Pants Group, New York, NY Web Development Co-Op Intern (Aug 2016 - Present)

Learned HTML5 animation by replicating a real Ads Banner product using GSAP TweenMax Developed a full-stack quiz application to showcase execution, approach, creativity, and thoughtfulness Learning together and sharing modern tech stacks with the newly formed Tech team Teaching the Tech team about UML Diagrams and software design patterns Giving presentations about technological tips (Trello, etc.) to the company

Undergraduate Admissions Office, Rochester Institute of Technology Web Analyst/Developer Co-Op Intern (May-Aug 2016)

Learned the structure of Joomla 3 CMS to assist the department's Web Strategist Redesigned the RIT Channels (FeedMasher) Joomla component found in the university's homepage Developed a Joomla module to query academic programs using the Majors API with PHP and AJAX Migrating the core Joomla template of the Admissions website system and redesigning the its homepage

Top Three Projects

<u>CakeBook.io</u> (Jan 2016 - Present). Personal Responsive Web Application. An easy-to-use recipe book for cake lovers Self-taught TypeScript, SCSS, and the Angular 2 Framework Implemented AuthO for authentication using Facebook and Google
Description of the project of

Responsible for the entire life-cycle of the project: concept, design, development, testing, and development

<u>ProjectOrwell</u> (Oct-December 2015). Enterprise-Level Web Application. A private digital journal that can summarize and analyze users' activities on different media (e.g. Facebook, Instagram, Wunderlist, etc.)

Implemented Enterprise design patterns (such as a Two-Step View) in an MVC architecture using the Play framework Used UIKit for interface design

Managed group of 4 by using Trello and other project management software

HTMLEditor (Jan-May 2015). Simplistic IDE GUI that provides shortcuts for creating HTML tag elements Integrated system with core design patterns (such as the Command, Facade, Mediator, etc.) in Java Decorated user interface with JavaFX

Skillset

Proficient

Technology: Angular 2 in TypeScript, JavaScript, Java, Responsive web design, Sass/SCSS, Bootstrap, SemanticUI **People**: Slack (software), knowledge sharing, interpersonal communication, psycho-geometrics analysis

Process: Agile process development, Trello, when2meet

Product: software subsystem design patterns, UML Modeling

Languages: Vietnamese and English

Learning

Technology: GreenSock Animation Platform, Node.js, MongoDB, PHP, SQL, Python, Unity 3D Game Engine

Artistic: Adobe Photoshop, Autodesk 3D Studio Max, Anime hand-sketching, Sound Forge (music recording and editing)

Languages: Korean, Japanese, and Spanish