



Thong Nguyen Software Engineer

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Summary

People-oriented and product-driven software engineer, having worked on 40+ semester-long, team-based software projects from web and mobile to game development.

I am seeking full-time opportunities to apply my software engineering skills and human-computer interaction knowledge to create products with the best user experience.

Education

Georgia Institute of Technology

Program: M.S. Computer Science '22

Focus: Human-Computer Interaction

GPA: 4.00/4.00

Rochester Institute of Technology

Program: B.S. Software Engineering '18

Focus: Software Usability, Psychology

Technology

FRONT-END: Angular 2+, React, JavaScript, TypeScript, HTML, CSS/Sass, jQuery, AJAX

BACK-END: NodeJS, Express, GraphQL, MongoDB, Java, Python, PHP, .NET, SQL, REST API, OAuth

PLATFORMS: Google Cloud Platform, Heroku, Slack Apps, WordPress

SYSTEM: Git version control, Linux command

FAVORITE TOOLS: Trello, Slack, Toggl, Miro, Figma, Microsoft Office

Expertise

MEAN Stack Web Development

React Native Mobile Development

RESTful API

Asynchronous Programming

Object-Oriented Programming

Responsive Web Design

User Experience Design

D3.js Data Visualization

Unity Game Development

Human-Computer Interaction Design

Usability Testing

Agile Project Management

Project Requirements Gathering

Sprint Planning

User Story Estimation

Collaboration

Software Design Patterns

Artificial Intelligence

Machine Learning

Key Projects

Master's Capstone Project - GamePub (Angular, Express, Node, MongoDB)

- Implementing a community of practice for user-generated games with non coders in mind. Analyzing JSON files from public GitHub repos to parse Unity games' packages for community voting.
- Storing user assets in MongoDB and integrating with OpenUPM to render scoped registry details.
- Currently researching and developing a crowdfunding points system for coding job bounties.

Grocery Freshness Tracking Mobile App & Services - Juggly (React Native, Express)

- Automated scanned receipt inputs against a shelf-life database containing 600+ food items. Integrated geolocation service for context-aware restock suggestions when near grocery stores.
- Conducted interviews and iterated based on customer needs and feedback every Sprint.

Google Glass - Captioning on Glass (TypeScript, A-Frame WebVR, three.js)

- Researched and developed a low-cost 3D digital environment for pilot testing real-time captioning on Google Glass, as part of Dr. Thad Starner's Mobile & Ubiquitous Computing class.
- To determine the exact speaker in a crowd, simulated infrared transmitter/receiver using raycasting.
- Developed with A-Frame WebVR framework for easy editing of HTML DOM elements as 3D objects.

Work Experience

MARCH 2019 - JULY 2020

Full-Stack Software Engineer - Globalinx Pet LLC (a.k.a Hillside Farms), CA

- Managed and launched an interactive catalog for 100 private label pet treats. Parsed Excel CSV files to populate data, and responsively rendered images with a magnification feature similar to Amazon product zoom. Exported the Angular project as a standalone single-page application via PHP WordPress. <https://www.hillside-farms.com/pl-products>
- Renovated and debugged legacy e-commerce WordPress sites of 3 pet treat brands in production.

MAY 2018 - AUGUST 2018

Software Engineering Volunteer - VATO Ride Hailing App, Vietnam

- Collaborated with the Board of Directors to translate business processes into project requirements and implementations. Helped develop a cost-effective user authentication server in Java to cut the annual expenses of over \$50,000 on Google Firebase.

AUGUST 2016 - MAY 2017

Full-Stack Web Development Intern - Fancy Pants Group, NY

- Built a full-stack internal software to streamline the project launching process for ~20 creative producers who were working with over 100 high-profile customers. Successfully increased job launching productivity by 500%. Integrated MVP with Angular, Express, NodeJS, NoSQL MongoDB, secured API web services using the OAuth flow, and deployed and monitored app on Heroku.
- Self-managed project and gathered requirements directly from the Director of Tech and COO.
- Helped the NYC headquarters adopt Agency Agile by organizing a Lego-building Scrum activity.

MAY 2016 - AUGUST 2016

CMS Web Development Intern - Undergraduate Admissions Office at RIT, NY

- Overhauled the UI of the Undergrad Admissions website with the Joomla WYSIWYG and CSS, adding responsiveness and consistency. The redesign increased load time by nearly 200%.
- Standardized UI designs for a news aggregator that lived on the university's main page.