



Thong Nguyen

Software Engineer

www.davidtn.com

People-oriented and product-driven. Mastered Scrum, UX, and software design best practices through over 40 team projects spanning 9 years.

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M.S. COMPUTER SCIENCE '22

Georgia Institute of Technology

Focus: Human-Computer Interaction

GPA: 4.00/4.00

B.S. SOFTWARE ENGINEERING '18

Rochester Institute of Technology

Focus: Software Usability, Psychology

FRONTEND: Angular 2+, React, JavaScript, TypeScript, HTML, CSS/Sass, jQuery, AJAX

BACKEND: NodeJS, Express, MongoDB, Java, Python, PHP, .NET, SQL

API: RESTful, GraphQL, OAuth

PLATFORMS: Heroku, WordPress, Google Cloud

SYSTEM: Git version control, Linux command-line interface

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

AREAS OF 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

CREATOR & LEAD ENGINEER

Aug 2021–Present

Master's Capstone Project—GamePub. Angular, Express, MongoDB, Auth0

- Enhancing learning, collaboration, and exhibition by building a \$0-cost platform for student-made games, supporting up to 7K monthly active users.
- Streamlining open-source job bounties through Unity Package sharing and trading.

FULL STACK ENGINEER

Aug 2021–Dec 2021

Groceries Freshness Tracking—Juggly. React Native, Express, Expo

- Empowered college students in managing grocery expiration by scanning receipts and matching them against the shelf lives of 600 different food items.
- Mastered React Hooks and await/async patterns to interface with microservice APIs.
- Improved UX incrementally over 5 sprints in response to customer feedback via interviews.

FRONT END ENGINEER

Aug 2020–Dec 2020

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

- Pioneered a \$0-cost, 3D test environment for real-time captioning on head-worn displays, assisting the deaf community as part of Dr. Thad Starner's Ubiquitous Computing class.
- Succeeded captioning specific speakers in a crowd by raycasting in 3D, simulating IR transmitters and IR receivers.

WORK EXPERIENCE

SOFTWARE ENGINEER

Mar 2019–Jul 2020

Globalinx Pet LLC (d.b.a Hillside Farms), Irvine, CA

- Designed and launched a [responsive, interactive catalog](#) for 100+ private label pet treats.
- Eliminated extra deployment and hosting costs by integrating CSV-to-JSON, image optimization, and Angular SPA solutions into legacy WordPress system.
- Converted UI trend research into reusable frontend components—such as neumorphic UI.

SOFTWARE ENGINEERING VOLUNTEER

May 2018–Jul 2018

VATO Ride-Hailing, Saigon, Vietnam

- Documented business asks into project requirements alongside [VATO](#) Board of Directors.
- Slashed annual cloud service expenses by \$50K by building a Java authentication server.
- Taught Scrum estimation techniques to the core development teams.

FULL STACK WEB DEVELOPMENT INTERN

Aug 2016–May 2017

Fancy Pants Group, New York, NY

- Led development and released [Job The Builder](#) (JTB), increasing job launching productivity by 500% for 20 creative producers working with over 100 high-profile clients.
- Persuaded Director of Tech and COO for permission to own, release, and maintain JTB by showcasing rapid prototyping and Agile techniques.
- Streamlined API integrations to 4 external cloud services—Slack, Box, etc.
- Secured end-to-end communication with JWT authentication flow.
- Reinforced HQ's adoption of Agency Agile as Scrum Master for 5 teams simultaneously.