



Thong Nguyen
Software Engineer

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

Seeking full-time opportunities to continuously learn and apply software engineering skills and human-computer interaction knowledge.

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, 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

EXPERTISE



KEY PROJECTS

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

- Implementing a community of practice for collaborative student-generated games.
- Inventing coding job bounties for constructive scalability, leveraging open-source licenses.
- Handling tradable or read-only packages/assets from different registries using OpenUPM API, Cloudinary API, and new Unity Package Manager features.

Groceries Freshness Tracking – Juggly (React Native, Node, Express)

- Automated scanning grocery receipts against a shelf-life database of 600+ food items.
- Implemented a React Native cross-platform mobile/web app to call microservice REST APIs.
- Rapidly prototyped and iterated in response to customer needs via interviews every Sprint.

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

- Pioneered a low-cost 3D digital environment to test real-time captioning for the deaf and hard-of-hearing, as part of [Dr. Thad Starner](#)'s Mobile & Ubiquitous Computing class.
- To pinpoint a speaker in a crowd, simulated IR transmitter on head-worn display with raycaster.
- Manipulated HTML DOM elements and rendered them as 3D objects.

Two-Dimensional Collaborative Messaging – HiveMap (Angular, D3.js)

- Invented mindmap-style interaction in a 2D space, as opposed to unidirectional messaging.
- Used D3.js visualization library to render messages recursively.

Third-Party API Integration Web App – Job The Builder (Angular, MongoDB, Express)

- Built a low-cost software solution streamlining job-launch process for Fancy Pants Group.
- Self-designed scalable subsystems architecture, from frontend to backend frameworks, which securely communicated with various APIs, such as Slack, Trello, 10000ft, and Box.

WORK EXPERIENCE

Mar 2019 - Jul 2020

SOFTWARE ENGINEER – Globalinx Pet LLC (d.b.a Hillside Farms), CA

- Managed and launched an [interactive catalog](#) for 100+ private label pet treats.
- Leveraged low-cost Excel CSV-to-JSON solutions and responsively rendered data and images.
- Integrated standalone Angular projects into WordPress to streamline accounting patterns.
- Researched design trends and developed reusable frontend components, such as neumorphic UI.

May 2018 - Jul 2018

SOFTWARE ENGINEERING VOLUNTEER – VATO Ride-Hailing App, Vietnam

- Translated business processes into project requirements and implementations in collaboration with the [VATO](#) Board of Directors.
- Developed an authentication server in Java to cut annual Google Firebase expenses by \$50,000.

Aug 2016 - May 2017

FULL-STACK WEB DEVELOPMENT INTERN – Fancy Pants Group, NY

- Led full-stack [project to streamline workflow](#) for 20 creative producers who worked with ~100 high-profile customers. Successfully increased job launching productivity by 500%.
- Self-managed projects and gathered requirements directly from the Director of Tech and COO.
- Explored IoT initiatives, combining them with Slack API.
- Organized a Lego-building Scrum activity as Scrum Master to help company adopt Agency Agile.