



## THONG NGUYEN

Email: [hello@davidtn.com](mailto:hello@davidtn.com)

Web: [www.davidtn.com](http://www.davidtn.com)

GitHub: [/drageaux](https://github.com/drageaux)

LinkedIn: [/in/david-tn](https://in.linkedin.com/in/david-tn)

**Georgia Institute of Technology**, Atlanta, GA

M.S. in Computer Science, May 2022

GPA: 4.0/4.0

**Rochester Institute of Technology**, Rochester, NY

B.S. in Software Engineering, Dec 2018

Product-driven software engineer with 6+ years of experience in automating and beautifying work processes for both clients and colleagues. Seeking a challenging opportunity to leverage and expand skills for maximum impact.

## EXPERIENCE

**Amazon, Software Development Engineer**, Remote (via Collabera)

**Jul 2022–Present**

- Expedited critical issue resolutions across 5 complex codebases amidst frequent context switch, delivering business process automation and data-driven insights while slashing over 3700 manual hours annually.
- Led backend optimization by building a code generator library in Java that automatically writes 10K Python jobs, each processing 20 chained SQL queries against 3 GBs of data, achieving a 70% reduction in execution time.
- Collaborated with product managers and designers to enhance UX of 12 workflow modeling nodes in React, emphasizing page load time and ensuring code readability through meticulous code reviews.

**Hillside Farms, Software Development Engineer**, Irvine, CA

**Mar 2019–Jul 2020**

- Built from scratch an [interactive catalog](#) serving 99 pet treat product images below 20 KBs and eliminated 100% extra cost of deployment and hosting by integrating Angular to a legacy WordPress system.
- Translated 6 UI best practices into reusable frontend components, including the innovative neumorphic UI design, zoom on hover, animation staggering, and 3 others for future use across 4 sites.

**Fancy Pants Group, Web Development Intern**, New York, NY

**Aug 2016–May 2017**

- Facilitated single-handedly the design, development, testing, and release of [Job The Builder \(JTB\)](#), improving job startup time by 500% for 20 in-house producers interfacing over 100 high-profile clients.

## PROJECTS

**GamePub**: Collaborate on games and share assets through job bounties.

**Aug 2021–May 2022**

- Led R&D of the web platform for Master's Capstone Project, enabling students to showcase game creations, find contributors, and trade 1000s of open-source game assets and APIs on a job board interface.
- Designed and maintained a \$0-cost operative solution to support 7K monthly active users, incorporating Angular, Express, MongoDB, and Auth0 with external Unity Package registries.

**Juggly**: Empower college students juggling housework and homework.

**Aug 2021–Dec 2021**

- Devised grocery freshness tracking app, leveraging smartphone cameras using React Native and microservice model to scan receipts and match OCR results against shelf lives of 600 food items.
- Iterated on dashboard UI over 5 sprints based on customer feedback, innovating with a fuzzy search feature to reduce manual input as quantity grows beyond 20 items across multiple receipts.

**Google Glass**: Captioning on Glass for the deaf and hard-of-hearing community.

**Aug 2020–Dec 2020**

- Pioneered a virtual 3D close-captioning test environment for head-worn displays or smart glasses using TypeScript, A-Frame WebVR, and three.js, as part of Dr. Thad Starner's Ubiquitous Computing class.
- Successfully captured specific speakers using raycasting and converted findings into a 20-page research paper.

Full-stack development

Angular & React front-end development

HTML, CSS, JavaScript

Interactive UI design

Usability design

Asynchronous programming

RESTful API

Object-oriented programming

Software design patterns

Test-driven development

Agile project management

Knowledge transfer

Code reviews

Version control

AI & Machine learning

Game development