# Long Nguyen

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## PROFILE/OBJECTIVE

Hi, I am a senior in college pursuing my career in software development. I am currently pursuing an integrated Bachelor's/Master's program in Computer Science that is offered at my school.

## EDUCATION

**PENN STATE UNIVERSITY HARRISBURG**
**Integrated Bachelor/Master of Science**
Expected Graduation:
      Undergrad: May 2021
      Grad: May 2022
Major: Computer Science
Significant Coursework:

- Algorithms (graduate level)
- Capstone Project (ongoing)
- Software Engineering Design
- Algorithms
- Data Structures

Cum. GPA: 3.75 • Major GPA: 3.64
Honors: Dean's List Fall 2017 – Spring 2020

## SKILLS

**TECHNICAL SKILLS**
Proficient with**:**
Java • Python • C++
Familiar with:
AGILE and Waterfall Methodologies • React
JavaScript • Oracle SQL • Spring Boot

**SOFT SKILLS**
Strong:
Aptitude for learning • Inquisitive • Resourcefulness
Communication
Bilingual Communication (English and Vietnamese)

## WORK EXPERIENCE

**HERSHEY ENTERTAINMENT & RESORTS**
**Ride Operator**
Summer of 2017 & 2018 | Hershey, PA

- Greet guests and operate rides.

**RANDSTAD USA**
**Warehouse Packer/Shipper**
Summers of 2019 & 2020 | Mechanicsburg, PA

- Sorting out orders, pack them, and ship them.
- Acquired many good communication skills while working with other employees.

## TECHNICAL PROJECTS

**MULTIPLAYER LIAR'S DICE GAME (GitHub)**
Ongoing Project

- A capstone group project.
- Implement a web application that will allow users to play the popular dice game Liar's Dice with other users or with bots.
- Implement with React, Redux, Material UI, Socket IO, and Flask (Python).
- I work with the frontend team of the project.

**WRIGHT TIME SCHEDULING SYSTEM (GitHub)**
Fall 2020

- A group project for Software Engineering Design course.
- Implement a scheduling system for flight training schools.
- Implemented using Spring Boot, Node.js, MySQL, React, and Bootstrap.
- I worked on the back-end of the project with Java and REST API.
- I did a live demonstration of the project.

**WEB SYSTEM FOR A BOOKSTORE (GitHub)**
Winter 2018

- Built for a class project.
- Built a Spring Boot application for a bookstore.
- Implemented using Java, SQL, HTML, and Thymeleaf.

**BASIC CALCULATOR (GitHub)**
Fall 2018

- Built for a class project.
- Built a basic calculator using Java Swing.

## ACTIVITIES/CLUBS

**HOLY FAMILY CHURCH**
Summer 2020 – Present

- Help with lectoring and cantoring at church.

**INTERVARSITY CHRISTIAN FELLOWSHIP**
Fall 2019 – Fall 2020

- Help with leading the Bible Study.

**CAMP KIRCHENWALD**
August 11-15, 2019

- Volunteered to help at a summer camp for people with disabilities.