HOWIE NGUYEN

Riverside, CA

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EDUCATION

University of California, Riverside   **Sep. 2020 – June 2023**
Bachelor of Science in Computer Science   *Riverside, California*

EXPERIENCE

SIZZLE (Start-Up)   **Sep 2022 – Present**
IOS Developer   *Riverside, California*
- Collaborated with a cross-functional team of 4 to design and develop a seamless, multiplatform app to streamline communication between dietitians and patients, orchestrated for gut health and weight management.
- Implemented Kotlin multiplatform technology to enable seamless scaling across different operating systems, including Android, IOS, and web platforms, resulting in a powerful and flexible native app that was easy to use and accessible to a wider range of users.
- Developed a secure messaging feature using the MongoDB database to enable dependable communication between patients and dietitians. Designed user interfaces for login, registration, and messaging functionalities. Furthermore, constructed backend logic for API calls and WebSocket integration. Such as HTTP requests, and real-time messaging notifications, ensuring a smooth and efficient data architecture.
- Produced weekly comprehensive documents totaling 20 on database structure, software, and network issues, ensuring the project was well-organized and accessible to the team.

PROJECTS

Calendar Exercise Logger (GymBois) | *React Native, Firebase*   **May 2023**
- Collaborated within a high-performing team of 6, driving the conception, design, and development of an innovative exercise logging application, meeting the team's shared vision of enhancing user fitness routines.
- Engineered an intuitive calendar module with the capability to schedule, track, and send real-time reminders for exercise routines, enhancing user engagement and consistency towards achieving their fitness goals.
- Utilized responsive design principles to ensure a seamless, efficient, and intuitive user experience, demonstrating meticulous attention to detail by ensuring compatibility across multiple devices and screen sizes.
- Leveraged Firebase for secure back-end services, facilitating real-time data synchronization, user authentication, and robust data storage, resulting in improved app performance and user satisfaction.

Warehouse Management | *Java, Postgres SQL*   **December 2022**
- Worked in a two-person team to develop a Java application, tightly integrated with our PostgreSQL database. This application utilized JDBC to perform various CRUD operations, manage transactions, and ensure data integrity.
- Participated in designing a normalized SQL database schema using PostgreSQL, including tables for users, stores, products, warehouses, orders, and product updates.
- Implemented Java functions for product updates, store views, and product views. These functions helped in maintaining the inventory and facilitated easy navigation and access to the available stores and products for the users.
- Through the implementation of strategic SQL triggers and indexes, enhanced database performance by reducing query execution times by up to 40%. These optimizations facilitated a smoother user experience and expedited data processing.

Dog Database | *Html, CSS, React, Javascript*   **March 2021**
- Managed a team of 4 in developing a website for dog breeders to sell and showcase their dogs to potential customers, similar to Facebook Marketplace.
- Utilized React and JavaScript to build the website, with Firebase.io serving as the database for storing object and JSON files of dog information totaling 30GB.
- Optimized website's back-end for speed and readability, utilizing Composite strategy pattern to enhance the functionality of Dog object and related features.

Treasure Game | *Java*   **December 2019**
- Created an engaging treasure game using Java and graphic libraries, providing users with a highly interactive gaming experience.
- Designed an intuitive 10x10 game board with dynamic text fields, enhancing the overall software performance to 60fps.
- Administered the Strategy pattern to enable class-specific action listeners for button implementation, resulting in a point and reward system that incentivizes skill development.

TECHNICAL SKILLS

Languages: C++, Python, Java, C, C#, HTML/CSS, JavaScript, Swift, Kotlin. Postgres SQL
Developer Tools: VS Code, VS Community 2019, Pycharm, Xcode, Android Studios, Clion, Intellij. Arudino
Technologies/Frameworks: Linux, GitHub, OpenGL, React, React Native