

Justin Nguyen

651-398-1198 | justinnanguyen@gmail.com | Oakdale, MN | www.justin-win.com

EDUCATION

University of Minnesota – Twin Cities

Expected Graduation: May 2026

Bachelor of Science in Computer Science

Minneapolis, MN

- **Coursework:** Data Structures and Algorithms, Databases, Artificial Intelligence, Computer Architecture, Operating Systems, Computer Graphics, Statistics, Linear Algebra
- **Achievements:** Dean's List Spring 2024

TECHNICAL SKILLS

Programming Languages: OCaml, C/C++, Java, Python, JavaScript, HTML, CSS, SQL, Bash, Assembly

Environments & Frameworks: Node.js, React, Express.js, Bootstrap, VS Code, Git, GitHub, Unix, IntelliJ, Vim

Libraries and Tools: pandas, NumPy, Matplotlib, JUnit, Microsoft Office Suite

WORK EXPERIENCE

Teaching Assistant, Computer Architecture

September 2024 – Present

University of Minnesota, College of Science and Engineering

Minneapolis, MN

- Lead and guided computer architecture labs
- Taught students memory allocation, cache, assembly, architecture, optimizations, machine code, pipelining, ALU, instruction set architecture, Linux, system design, circuits, IEEE 754, I/O, and branch prediction
- Improved network efficiency improving student access to university labs
- Held office hours to support computer science students

Calibration Analyst Intern

June 2024 – September 2024

Bio-Techne

Minneapolis, MN

- Performed, maintained, and troubleshooted various medical equipment
- Developed and implemented new lean management processes and standards utilizing technological tools to streamline operations across corporate departments
- Ensured compliance with ISO standards by recalling and issuing calibrated assets, achieving a readiness rate of over 93%
- Applied data analysis techniques to interpret and optimize calibration reports, leveraging statistical methods and software tools
- Collaborated closely with interdisciplinary teams, utilizing strong communication skills to bridge technical and operational requirements

EXTRACURRICULARS

Social Coding

University of Minnesota

Minneapolis, MN

- Leading a team of students in the development of software
- Experimenting with various technologies
- Designing a marketplace webapp for students to advertise their products (Gopher Goodwill)

PROJECTS

Gopher Goodwill	Current
Earthquake Simulator	November 2024
Donut Hole Physics	October 2024
WebGL Vectorized Text Rain	August 2024
Lisp Math Interpreter	March 2024
NumPy Neural Network Facial Recognition	December 2023
Ferry Discrete Event Simulator	May 2023