

Justin Nguyen

651-398-1198 | just.namnguyen@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, Distributed Systems, Computer Networks, Machine Learning, Statistics, Linear Algebra
- **Achievements:** Dean's List Spring 2024

TECHNICAL SKILLS

Programming Languages: Java, Python, C, C++, JavaScript, TypeScript, SQL, HTML, CSS, Assembly

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

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 — SQL, Bootstrap, Sass, ExpressJS and NodeJS

Current

- Team of students developing a safe Facebook Marketplace for University Students
- Created routes to various parts of the website
- Implemented Google OAuth for University students
- Utilized Bootstrap with ejs to modularize frontend
- Developed of the database schema for our backend

Earthquake Simulator — Typescript, Javascript, HTML, CSS

November 2024

- Created a map/globe representation of Earth that shows earthquake data
- Linearly interpolated from 2D map to 3D globe
- Calculated surface normals using linear algebra