Madison, WI

JAMES NGUYEN

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EMPLOYMENT

Software Developer **Epic Systems** **August 2018 - Present**

- Worked on Epic's ASAP module for emergency departments.
- Created an extension that was responsible for automatically sending notifications to user's based on customizable triggered events.
- Created a reusable web component that enables physicians to track and modify previous shift information.

Software Engineer II **Phreesia** **June 2017– July 2018**

- Promoted to Software Engineer II in May 2018.
- Built a financial reconciliation tool using C# that would allow health care practices to determine whether payments were properly processed by Phreesia's external payment processing system and to identify discrepancies. This saved clients several hours per day of manually verification.
- Developed and deployed back-end web api using internal microservices framework across multiple environments that are used to power the reconciliation tool with Redis, MongoDB and C#.
- Worked on an integration platform to communicate and build data pipelines to partner companies. The platform was responsible for standardization of data across multiple vendors that Phreesia had partnered up with.

Software Engineering Intern **Progressive Software International** **March 2016 – July 2016**

- Design and develop enterprise resource planning software for agriculturally based clients.
- Improve dashboard loading time by 40% through caching and optimizing code.

EDUCATION

Windsor, Ontario **University of Windsor** **2014 – 2017**

- B.S. in Computer Science, May 2017. GPA: 4.0
- Undergraduate Coursework: Algorithms; Data Structures; Web Development; Operating Systems; Databases; Computer Architecture; Systems Programming; Statistics
- Graduated with Distinction along with being on the Dean's List.
- Competed in regional ICPC (International Collegiate Programming Contest)

TECHNICAL PROJECTS

- **Social Network**. Web based platform built with Ruby on Rails, JavaScript and PostgreSQL that allows users to create posts, upload images and follow other users. Utilized AWS to host images and deployed on Heroku servers.
- **Gaming League**. Web based application built with Ruby on Rails that integrates with Steam API for OAuth 2 authentication. Allows users to create games, record statistics and ranks users based on performance. Implemented Microsoft's TrueSkill matchmaking algorithm and deployed on Heroku.
- **Image Classifier**. Command-line based project that utilizes Tensorflow framework to classify pictures of handwritten numbers. Able to reach a 99.4% accuracy rate.

Languages and Technologies

- C#; Java; JavaScript;
- SQL; HTML; CSS