JAMES NGUYEN

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Education

University of Texas at San Antonio   **January 2024 – January 2026**
Bachelor of Science in Computer Science, GPA: 4.0/4.0   *San Antonio, Texas*

Relevant Coursework

- Database System
- Software Engineering
- Algorithms Analysis
- User Interface
- Operating System
- Systems Programming
- Game Development
- Application Development

Projects

Galaxy Rush – Infinite Runner Game | *Unity, C#, Blender*   **March 2024**

- Designed and developed a high-speed infinite runner game where players pilot a spaceship, dodging 3+ types of dynamically generated obstacles spawned based on random terrain spawn points.
- Implemented procedural obstacle spawning and infinite scrolling terrain using C# scripts in Unity, ensuring smooth gameplay by using box colliders to trigger additional terrain generation and destruction based on player proximity, preventing performance drops.
- Engineered smooth spaceship controls with acceleration and maneuverability, improving player control response by 30% based on playtester feedback.
- Integrated camera tracking for smooth and dynamic following mechanics, ensuring stable frame rates (above 60 FPS) under peak graphical loads.
- Created and optimized 3D assets using Blender, improving performance while maintaining visual quality.

Medusa Gym - E-commerce website | *PHP, MySQL, JavaScript HTML, CSS*   **December 2024**

- Developed a dynamic full-stack e-commerce platform, integrating a MySQL database with PHP and JavaScript for robust product management, cart functionality, and order processing.
- Implemented user authentication and session management, enabling secure user registration, login, and admin access for managing products, users, and discount codes.
- Built interactive front-end features using HTML, CSS, and JavaScript, including dynamic tables, sortable product listings, and real-time cart updates to enhance user experience.
- Designed and managed a normalized relational database schema, ensuring efficient storage and retrieval of user, product, and transaction data, following best practices for scalability.
- Integrated AJAX-based asynchronous requests, allowing smooth admin operations like product editing, deletion, and addition without full-page reloads, improving responsiveness.
- Leveraged Scaled Agile methodologies, working in iterative sprints to deliver modular functionalities like order management, discount code application, and secure checkout systems.

Lifesync - Scheduling App | *Java, Android Studio*   **July 2024**

- Developed LifeSync using Android Studio, a scheduling app allowing users to create and manage tasks, notes, and events, helping users efficiently track and arrange schedules.
- Engineered features such as task prioritization, event reminders, and customizable note-taking, optimizing user productivity and schedule management.
- Designed the application's user interface using the layout editor, enabling seamless interaction between multiple screens and ensuring a cohesive user experience.

Experience

Amazon, Inc   **February 2024 – Current**
Logistic Associate   *Austin, Texas*

- Leveraged attention to detail to maintain accurate inventory management, reducing errors and improving operational efficiency.
- Conducted quality assurance inspections on 200+ items daily, identifying and resolving 100 % of defects.
- Collaborated with cross-functional teams to streamline packaging and shipping processes, enhancing workflow efficiency.
- Demonstrated strong time management skills by consistently processing 260+ units per hour, maintaining operational efficiency while ensuring on-time shipments.

Technical Skills

Languages: Java, C/C++, C#, Python, HTML/CSS, PHP, SQL
Developer Tools: Unity3D, Blender, VS Code, Eclipse, XAMPP, Android Studio
Technologies/Frameworks: Linux, GitHub