

James Nguyen

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EDUCATION

California State University, Los Angeles

Exp. Graduation: May 2025

Bachelor of Science - Computer Science

GPA: 3.6

Relevant Courses: *Software Engineering, Analysis of Algorithms, Database Systems, Data Structures, Web Programming, Cybersecurity, Operating Systems*

Organizations: Association For Computing Machinery

SOFTWARE ENGINEERING EXPERIENCE

Badminton Court Reservation System | Scrum Master

Sept. 2023 - Jan. 2024

Java, JavaScript, Spring Boot, Git, JIRA, React.js, SQL

- Built a badminton court reservation system for a local badminton gym, streamlining court booking.
- Led website front-end dev using React.js and Vite, reducing build and load times for end-users.
- Applied the ARIES Recovery Protocol ensuring reliable recovery mechanisms in case of system failures
- Spearheaded Agile methodologies acting as the primary liaison between the development team and stakeholders, overseeing Scrum practices, and contributing to a 40% reduction in project timeline.

2D Cafe Game | Team Programmer

Nov. 2023 - Present

C#, Git, Unity, Unity Test Framework (UTF)

- Worked collaboratively with artists, animators, and storywriters to develop a Unity-based cafe game.
- Organized weekly meetings with teams to review project progress and discuss requirements updates.
- Contributed to the game's development by implementing gameplay mechanics, UI elements, and integrating assets created or sourced by the art and animation team.

TECHNICAL PROJECTS

AI Chatbot | UC Berkeley - Skydeck: AI Hackathon Project

Jun. 2023

Java, JavaFX, GPT-3.5 Turbo

University of California, Berkeley

- Developed a GUI app using JavaFX integrated OpenAI's GPT-3.5 Turbo API displaying chatbot text.
- Led a collaborative team of 3 UC Berkeley students, overseeing the design and deployment of project.
- Refactored over 70% of the existing project codebase, enhancing code efficiency and maintainability.
- Conceptualized and implemented a dialogue memory feature using linked-list, enabling the AI chatbot to recall around 30% of previous user interactions, enhancing conversational depth and context awareness.

Twitch Tracker GUI

Mar. 2023

Java, JavaFX, Twitch API

- Developed a Twitch stream analytics tracker using JavaFX, providing live analytics for streamers.
- Utilized the Twitch API to display real-time data from viewer count, chat activity, and stream duration.
- Implemented JUnit for comprehensive unit testing, achieving a 95% test coverage for app reliability.

Kanye Quest

Dec. 2022

Python, Python Tkinter

California State University, Los Angeles

- Developed a text-based game using Python Tkinter, featuring immersive storytelling and dialogue.
- Incorporated game mechanics, narrative elements, and user interactions for an immersive experience.

TECHNICAL SKILLS

Programming Languages: Java, Python, C, C#, Golang, SQL, HTML/CSS, JavaScript

Libraries/Frameworks: MySQL, MongoDB, PostgreSQL, Node.js, React.js, JUnit

Tools: Git, JIRA, Figma, VS Code, Eclipse

Other Skills: Agile Development, Adobe Premiere Pro (Video Editing)