James Nguyen

- Software Dev & Game Animator -

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EDUCATION

California State University, Los Angeles   **Exp. Graduation: May 2026**
Bachelor of Science - Computer Science   *GPA: 3.6*
Relevant Courses: *3D Animation, Software Engineering, Analysis of Algorithms, Database Systems, Data Structures, Web Programming, Networking Protocols*
Organizations: Association For Computing Machinery, TIPSE (Technical Interview Prep for SWE)

SOFTWARE ENGINEERING EXPERIENCE

2D Cafe Game | Team Programmer   **Jun. 2024 - Present**
C#, Git, Unity, Unity Test Framework (UTF)
- Developed core gameplay mechanics, UI elements, and asset integration using Unity and C#.
- 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.

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.

TECHNICAL PROJECTS

Distributed Routing System | Networking Project   **Dec. 2024**
Python
- Designed a Python application to simulate a distributed routing system for multiple computers.
- Used Bellman-Ford algorithm to calculate shortest path between computers based on topology files.
- Developed UDP-based communication for exchanging routing updates between devices in real-time.

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.

Twitch Tracker GUI   **Mar. 2023**
Java, JavaFX, Twitch API
- 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.

TECHNICAL SKILLS

Programming Languages: Python, Java, C#, C++, Golang, SQL, HTML/CSS, JavaScript, Kotlin
Libraries/Frameworks: MySQL, MongoDB, PostgreSQL, Node.js, React.js, JUnit
Tools: Git, Jira, Figma, VS Code, Eclipse, Unity, Adobe Suite, Autodesk Maya
Other Skills: Video Editing, 3D Modeling, 3D Animation (Maya)