

# JIMMY NGUYEN

Software Developer

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## TECHNICAL SKILLS

TypeScript, JavaScript, React.js, RESTful APIs, HTML/CSS, Git/GitHub, CLI  
MongoDB, Express, React, Node, Redux, Heroku, CI/CD

**Soft Skills** | Hobbyist (Enjoys learning different subjects and skills), Coachable, Enjoys working closely with teams and working independently. High adaptability to environments and situations.

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## PROFESSIONAL EXPERIENCE

### Software Developer | HIVE Tech Wear | Remote

January 2021 – Present

- Collaborated to develop 10+ Application Programming Interface (APIs).
  - Created 10+ Frontend Website Applications which includes designing interactive and responsive web pages.
  - Using React for the Frontend, Redux for state management, Node for the backend.
  - Prepared 5+ technical documentation and software architecture while following software development life cycle (SDLC).
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## OPEN SOURCE CONTRIBUTIONS

### Poker Leaderboard Application

- The application showed hand statistics so players could study positions and would also store a player's history/achievements.
- Resolved state management bugs by upgrading to React which allowed us to use Redux for the updated state management.
- Made the application more accessible by other developers by introducing a new folder structure as the application grew.
- Created a leaderboard system by saving play history as a state managed by React's useState and Redux.

### Smash Bros: Ultimate Leaderboard Application

- A leaderboard application with rankings based on the ELO system with a challenging feature.
  - Collaborated with Software and Game Developers to create a for-fun application that would rank players and help them challenge players close to their ranking.
  - Upgraded from Vanilla JS to React and added React-Bootstrap styling for mobile responsiveness.
  - Refactored functions that were written in Vanilla JS with React Hooks.
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## Personal Projects

### MMORPG Resource Website

- Collaborated with other developers in the gaming community to put together a web application that provides information in a convenient area to speed up player progression.
- Fetching data and hosting it in a convenient and accessible location has increased progression speed by up to 45%. (Numbers compared during speed runs)
- Created as a free resource to support the community, it has received positive feedback and support. With plans to incorporate ideas from other members of the community, there will be more features implemented.

Link: <https://jimmynguyen97.github.io/Omok>

### Player Profile MOBA API

- Using Riot Games' public API, this website searches for a given name and returns their player profile and details.
- When the page is rendered the useEffect hook requests the JSON data, stores the information to the useState hook, then prepares to compare it to the given search string.
- Using React as the client side and Node as the server side,
- Created with React and Node and is actively being updated.

### 2D Fighting Game - Vanilla JS

- Created with Object Oriented Design and Programming fundamentals.
  - Characters were created under a class with objects inheriting shared characteristics from it.
  - Refactored the code using polymorphism and was able to remove Switch/Case or long If/Else statements.
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## EDUCATION

TECH I.S. | Web Development Program  
University of Wisconsin - Milwaukee for Human Resources

### Certificates

[FullStack Developer](#)

[Programming Foundations: Algorithms](#)

[Programming Foundations: Object-Oriented Design](#)

Issued 6/2022

Issued 5/2022

Issued 5/2022