

Kenneth Nguyen

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EDUCATION

University of California, Santa Cruz

September 2017 - Present

Computer Science B.S.

Expected Graduation: December 2020

- Undergraduate coursework: Analysis of Algorithms, Data Structures & Algorithms, Comparative Programming Language, Advanced Programming in C++, Computer Architecture, Computer Systems & Assembly Language
- Clubs: Vietnamese Student Association (VSA), Society of Asian Scientists and Engineers (SASE)

PROJECTS

Tiny Language Interpreter – Class Project

- Created a Python and Scala interpreter for a “Tiny Language” programming language
- Interpreter stores each line from the Tiny Language Program text file into a List and maps variable bindings, primitive data types, and labels to line number in a Dictionary symbol table
- Tiny Language Program execution begins after compiling the List of interpreting each line
- Utilized: Python3, Scala

To-Do List App – Personal Project

- Developed a To-Do web application using React that allows users to add tasks to a list through a submit form
- Included checkbox for each task to indicate whether a task is completed or not and delete option for each task
- Utilized: React, CSS3, JavaScript ES6

Weather App – Personal Project

- Developed a weather web app using React and OpenWeatherMap API to get data for the current weather
- Implement a submit form which takes in a user’s inputted city or zip code and country and returns the location, temperature in both Celsius and Fahrenheit, humidity percentage, and the state of the location’s atmosphere
- Utilized: React, Bootstrap, CSS3, JavaScript ES6, OpenWeatherMap API

Library App – Personal Project

- Created a library web application in which users can keep track of book(s) they read or plan to read
- Implement a submit form for user to add a new book with its title, author, page count, and read/unread status
- User able to change the status of any book to read or unread and option to delete each book
- Utilized: HTML5, CSS3, JavaScript ES6

WORK EXPERIENCE

iD Tech Camps

June 2019 – July 2019

Instructor

San Jose, CA

- Taught Roblox Imaginative Game Design/Lua Coding & Game Scripts to Group 2’s (age range: 10 to 12)
 - Software used: Roblox Studio
 - Lua Coding: Variables, variable properties, if-else statements, for/while loops, and any added script feature to their final project game design such as a timer, fake bridge, traps, kill blocks, etc.

SKILLS

- **Languages**: JavaScript, HTML, CSS, Java, Python, C++, Scala, SQL
- **Technologies**: Git, Unix, React, MySQL, Visual Studio Code