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
- <u>Utilized</u>: 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
- <u>Utilized</u>: 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
- <u>Utilized</u>: 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
- <u>Utilized</u>: 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
- **Technologies:** Git, Unix, React, Visual Studio Code