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

Reddit /r/frugalmalefashion Deal Scraper – Personal Project
- Wrote a script that scrapes the subreddit 'frugalmalefashion' for new or hot deals and sends the desired user a private message containing the desired amount of deals specified
- Included customizations for users cloning the project for their personal use such as the amount of posts scraped and sent, optional periodic interval the script runs, for PRAW to retrieve posts by hot/new/top
- Utilized: Python3, PRAW (Python Reddit API Wrapper)

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/Tools:** Git, Unix, React, Webpack, MySQL, Visual Studio Code