

# Kenny Nguyen

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## EDUCATION

### University of California San Diego

San Diego, CA | March 2021

#### BACHELOR OF SCIENCE, COMPUTER SCIENCE

**Coursework:** Software Engineering; Operating Systems; Algorithm Design and Analysis; Data Structures; Artificial Intelligence; Machine Learning; Web Mining and Recommender Systems; Computer Graphics and Animation; Virtual Reality; Network Services; Computer Security; Database System Principles

## WORK EXPERIENCE

### GENERAL MOTORS | SOFTWARE ENGINEER

Austin, TX | April 2021 - Present

- Contributed to a team that handled vehicle inventory maintenance in dealerships at a global scale
- Unit testing coverage increased tremendously upon joining company
- Contributed to system design workflows for future CI/CD pipeline development
- Implemented features that catered to business needs
- Worked on bugs that immediately impacted customers

### PLUSMUSIC | FULL STACK SOFTWARE ENGINEER INTERN

San Diego, CA | June 2020 - Aug 2020

- Designed and implemented the company website using **3rd party API's**, **JavaScript**, **HTML**, and **CSS** that reached hundreds of artists and users utilizing a patented unique search engine of soundtracks and a payment system using **Stripe's API**.
- Developed **data scraping scripts** using **Python** that would automate and generate logistics of the company's growth and the company's impact on its associated artists.

## PROJECTS

### MIXED RADIO, SPOTIFY FEATURE

PYTHON, SPOTIFY API | JUNE 2020 - JULY 2020

Created an application using **Python** and **Spotify's API** that allowed users to compile multiple radio stations into one playback session in their Spotify queue.

### VIRUS CLEANSER GAME, AUGMENTED REALITY

AR, C#, UNITY | MARCH 2020 - JUNE 2020

Developed an **augmented reality** phone game using **C#** and **Unity**, a game development platform, that allowed users to fight a virus by shooting soap bars.

### Q-UP, SOFTWARE ENGINEERING

REACT NATIVE, JAVASCRIPT, SPOTIFY API | SEPT 2019 - DEC 2019

Led front-end team and developed a phone application using **React Native** and **JavaScript** that would queue songs from multiple devices to a single playlist that would play songs using **Spotify's API**.

### DATA-MY-UC, OBJECT ORIENTED PROGRAMMING

C++, JSON | DEC 2017

Used **C++** and **JSON** to provide students a condensed statistic of University of California transfer data; displayed majors, GPA, admission rates, accept rates, and specific information on transfer students regarding course units.

## SKILLS

### Programming Languages

**Proficient:** Java, C++, C#

**Moderate:** Python, JavaScript, Go, C

**Familiar:** Haskell, ARM, MIPS, x86

### Technologies

**Proficient:** Git Version Control, Unix

**Moderate:** Unity, AWS Technology (EC2, DynamoDB), OpenGL

**Familiar:** React Native