LENA NGUYEN

SYSTEMS DESIGN ENGINEERING

lenanguyen.github.io
LenaNguyen
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TECHNICAL SKILLS

Languages: C#, C++, SQL, HTML, CSS, Javascript

Technologies and Frameworks: Entity Framework, ASP.NET, .NET, GraphQL

Databases: MS SQL Server, MongoDB

EDUCATION

UNIVERSITY OF WATERLOO
Candidate for Bachelor of Applied Science – Systems Design Engineering, 2023

- Member of the Dean's Honours List

INTERESTS

Podcasts
How I Built This
- Successful company founders share their journey towards building their empire.

The *GaryVee Audio Experience*
-Gary Vaynerchuck shares advice to entrepreneurs

Hobbies
Gymnastics
Cooking
Waking up before everyone else

EXPERIENCE

Web Application Developer
SoulFx | Jan 2019 - Apr 2019
- Created a scheduler to pull hundreds of prescription records from and external database and efficiently create a workflow for valid prescriptions
- Developed APIs for web applications handling over a hundred datasets

President of Social Justice
Social Justice Club | Sep 2017 – Jun 2018
- Lead a team of 15-30 consistent volunteers in organizing school and community-wide events.
- Oversaw the planning of a Christmas Dinner for over 50 local, underprivileged families.
- Engaged 80+ club members in social justice issues.

Executive Ambassador
Peel Environmental Youth Alliance| Aug 2016 – Jun 2018
- Engaged over 400 youth in taking action against climate change through the execution of the annual environmental conference.
- Educated over 50 youth in environmental issues to encourage taking action

PROJECTS

Personal Website
lenanguyen.github.io | Sep 2018
- Applied knowledge of HTML and CSS to develop a personal website to deepen understanding through project-based learning.

Self-Taught Programmer
MIT OpenCourseWare, Udemy | Jul 2018 - Present
- Developed a soccer simulator to practice control flow and modular programming in C++.
- Created a startup landing page which collects emails using MailChimp.

Waterloo Rush
Waterloo GameJam| Jul 2018
- Successfully developed an infinite free runner game called Waterloo Rush in 48 hours using C# and Unity.