Luong Nguyen

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TECHICAL SKILLS

- **Programming Languages:** Python (PySpark/Pandas), C/C++/C#, Java, SQL, JavaScript
- **Operating Systems:** Linux Ubuntu, Windows, macOS
- **IDES:** Eclipse, Visual Studio Code, PyCharm
- **Game Engines:** Unity

PROJECT EXPERIENCE

First-Person Shooter Game in C# with Unity
Personal Project May – Dec 2024

- Implemented game logic including enemy AI, shooting, movement, HUD, objective tracking, interactions, and health with scripts and built-in Unity features such as the input system.
- Designed the game level, utilizing ProBuilder tool for map creation and NavMesh agents for enemy pathing and patrol routes.
- Enhanced game appearance by making use of free assets such as weapon models, sounds, and textures, along with creating animations for various actions.

City Population Prediction in Python (With Pandas)
CMPT 353, Computational Data Science Sept – Dec 2024

- Analyzed relationships among data by visualizing them with plots and performing T-Tests on divided sections to confirm initial hypothesizes; filtering out inputs that did not pass.
- Created voting regression models with various algorithms, training them with some of the data and leaving the rest for scoring; fine tuning parameters to get the best results.
- Concluded in a written report that although some of the inputs were sufficiently related to population to imply correlation, the relations were not strong enough for reliable predictions.

Top-Down Dungeon Game in Java
CMPT 276, Introduction to Software Engineering, SFU Jan – April 2024

- Designed a top-down game with group members by creating a Unified Modeling Language diagram; easing the implementation process.
- Wrote scripts containing classes and methods that implemented image scaling, the health system, and random object placement; making use of libraries such as Image IO and Graphics2D.
- Created JUnit tests for various methods with assertion statements and functions from the Mockito framework to verify the game's functionality.

Database Application in Python with SQLite Jan – April 2024
CMPT 354, Database Systems I

- Implemented a database schema from an Entity–relationship model, creating corresponding tables along with their primary and foreign keys, checks, and triggers to reinforce dependencies.
- Wrote various queries and insertion/deletion operations for the database and integrated them into the application to use values provided by users.
- Created an interface in Python that displayed available query and database manipulation operations to users and asked for input.

EDUCATION

Simon Fraser University, Burnaby, BC Sept 2021 - Present

- Bachelor of Science – Computing Science
- Minor in Business