

CLINTON NGUYEN

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EDUCATION

University of North Texas

Bachelor's, Computer Science

August 2022 - May 2026

GPA: 4

- Relevant Coursework: Data Structures and Algorithms, Fundamentals of Database Systems, Fundamentals of Systems Programming, Intro to Operating Systems, Computer Networks, Algorithms, Internet Programming, Software Engineering, Secure E-Commerce

PROFESSIONAL EXPERIENCE

Edikt Studios

Game Developer

Fort Worth, TX, USA

January 2022 - May 2022

- Developed core gameplay mechanics for VR Unity game Elementals, resulting in 30% improvement in user engagement
- Delivered technical presentations on developed systems during 4 major project milestones
- Engineered game features using C# and Unity, achieving 25% faster loading times
- Executed development in Agile (Scrum) environment, completing 90% of sprint goals on time
- Managed version control through Git with zero merge conflicts across 200+ commits

PROJECTS & OUTSIDE EXPERIENCE

Portfolio Website - [Link to project](#)

- Engineered and deployed modern web application using Next.js, React, and Vercel's deployment platform
- Developed reusable React components reducing development time by 40%
- Implemented responsive design principles ensuring seamless display across all devices
- Leveraged Next.js server-side rendering improving initial page load time by 60%
- Utilized modern React hooks and context API for efficient state management

MonsterMatcher - [Link to project](#)

HackUNT24

- Built a full-stack dating application using the MERN (MongoDB, Express.js, React, Node.js) stack
- Implemented JWT-based authentication system for secure user sessions and profile management
- Developed responsive UI components using React
- Created RESTful API endpoints for profile management, matchmaking logic, and user interactions

noteTaker - [Link to project](#)

HackUTA24

- Led 3-person team in developing full-stack note-taking application using MERN stack
- Engineered RESTful API endpoints achieving 50ms average response time
- Designed responsive interface using React and Tailwind CSS, increasing user retention by 35%
- Validated API endpoints using Postman

Student Management System - [Link to project](#)

- Engineered comprehensive student management system utilizing Linked List and Binary Search Tree data structures
- Implemented features for adding, deleting, searching, and updating student records
- Optimized system performance to handle 100,000+ student records

SimCity - [Link to project](#)

- Engineered city simulation engine processing 10,000+ entities simultaneously
- Implemented complex data structures including vectors and classes to optimize traversal algorithms, improving processing speed by 40%
- Implemented CSV parsing system handling 1GB+ data files
- Maintained code quality through 100+ documented GitLab commits

SKILLS

Programming Languages: JavaScript, Python, C/C++, Java, C#

Web Development: HTML/CSS, React.js, Express.js, Next.js, Node.js, Postman, MongoDB

Version Control & Development Practices: Git, Agile