# CLINTON NGUYEN

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## EDUCATION

**University of North Texas**                                                                              **August 2022 - May 2026**
*Bachelor's, Computer Science*                                                                                                      *GPA: 4*

## PROFESSIONAL EXPERIENCE

**Edikt Studios**                                                                                               **Fort Worth, TX, USA**
*Game Developer*                                                                                           *January 2022 - May 2022*
- Collaborated on a 6-month long project developing VR Unity game Elementals
- Presented and explained the systems I developed during project milestones
- Utilized C# and Unity for game development
- Worked in an Agile (Scrum) environment, utilizing project management systems
- Utilized Git for version control and collaborative development.

## PROJECTS & OUTSIDE EXPERIENCE

**MonsterMatcher**
*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
- *Link to project*

**noteTaker**
*HackUTA24*
- Led and coordinated team efforts in developing a full-stack note-taking application using the MERN (MongoDB, Express.js, React, Node.js) stack
- Created RESTful API endpoints for CRUD operations on notes, including features like adding, editing, deleting, and searching notes
- Designed a responsive and intuitive user interface using React and Tailwind CSS
- Employed Postman to test and validate API endpoints, ensuring robust functionality and reliable data flow
- *Link to project*

**Student Management System**
- Implementing a student management system using Linked List and Binary Search Tree
- Features include adding, deleting, searching for students by ID or name, and updating student records
- Inserted 100,00 fake student records using faker libraries
- *Link to project*

**SimCity**
- Simulates a city that goes through and generates workers, pollution, and other city elements.
- Utilizes vectors, classes, and traversal algorithms.
- Implemented user input for simulation configuration and region layout from CSV files.
- Demonstrated regular GitLab commits with meaningful messages.
- Incorporated decision-making rules for cell growth prioritization
- *Link to project*

## SKILLS

**Skills:** Java, Unity, Git, C/C++, Data Structures & Algorithms, Agile, Python, JavaScript, HTML/CSS, MongoDB, Express.js, Node.js, React.js, Postman