Mia **Nguyen**

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Education

Memorial University of Newfoundland   *St. John's, NL*
BACHELOR OF SCIENCE IN COMPUTER SCIENCE   *September 2019 – May 2024*

- GPA: 3.8/4.0

Skills

Programming	Python, Java, C/C++, C#, JavaScript, HTML/CSS, Dart
Web & Frameworks	TypeScript, Node.js, Framer Motion, Flutter, Next.js, Bootstrap, Tailwind CSS
Databases	MongoDB, Firebase, MySQL
Game Engines	Unity, Godot
Developer Tools	Git, Plastic SCM, VSCode, Visual Studio, Android Studio

Experience

Frankensolar Americas Inc.   *Brampton, ON*
CONTRACT WORDPRESS DEVELOPER   *July 2023 – August 2023*

- Collaborated with development team to redesign and implement new features for the company's website, enhancing user experience and supports business goals by effectively showcases their products and services.
- Utilized web scraping to extract and display relevant product information and images from the company's external website.
- Developed a custom WordPress plugin to enable advanced filtering of posts based on custom taxonomies.

Zorbit's Math Adventure   *St. John's, NL*
GAME DEVELOPER WORK TERM STUDENT   *May 2022 – April 2023*

- Participated as a team member to design and implement Mathstoria, a digital math learning game for grade 4-6 students.
- Implemented a variety of rich and interactive math models with unique mechanics to create engaging learning experiences within the game platform.
- Contributed to the development of comprehensive math learning tools that both students and teachers can benefit from.
- Worked closely with artists and designers to implement the game's design and architecture seamlessly and effectively.
- Collaborated with cross-functional teams to ensure the effective integration of the models with other aspects of the game.

Projects

Personal Portfolio   *Website*
NEXT.JS, TYPESCRIPT, TAILWIND CSS, FRAMER MOTION   *January 2024*

- A responsive and user-friendly portfolio website that provides a fast and seamless user experience.
- Present personal information, a showcase of projects, a summary of skills and experience, and a contact form for easy communication.
- Focus on animations & transitions using CSS, Tailwind, and Framer Motion.

CalorX - Calorie Tracker App   *Mobile app*
FLUTTER, FIREBASE, FOODDATA CENTRAL API.   *November 2023*

- Enable users to search for food using the USDA database with preferred input amount.
- Keep daily food logs organized in separate meal sections for easy reference and analysis.
- Display visual charts for daily/weekly calorie intake and macronutrient ratio, allowing users to track their progress over time.
- Let users add and edit avatar photo from their camera or gallery. Display personal health data that can be updated as needed.

Genrify - Spotify Playlist Generator   *Web app*
HTML/CSS/JS, MONGODB, NODE.JS, BOOTSTRAP, SPOTIFY API.   *May 2022*

- Spotify playlist generator web application that creates customized playlists based on user-selected genres and sub-genres.
- Leverage Spotify API to retrieve song data and utilize the Million Playlist Dataset / Spotify Song Dataset using MongoDB to build personalized playlists.
- Implement playlist generation and Spotify integration, enabling users to add customized playlists based on their musical preferences to their libraries.
- Integrated Chart.JS for data visualization and Bootstrap for responsive UI design.