

NHU NGUYEN

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EDUCATION

Memorial University of Newfoundland

Bachelor of Science in Computer Science

St. John's, NL

Sep. 2019 – Present

GPA: 3.8/4.0

Cumulative Average: 86.6%

TECHNICAL SKILLS

Languages: Python, Java, C/C++, C#, JavaScript, HTML, CSS, PHP

Game Engines: Unity, Unreal Engine 4, Godot

Libraries/Platforms: ReactJS, NodeJS, WordPress

Databases: MongoDB, MySQL, R

Developer Tools: Git, Plastic SCM, VS Code, Visual Studio, PyCharm, Eclipse

EXPERIENCE

WordPress Web Developer

Frankensolar Americas Inc.

Jul. 2023 – Aug. 2023

Brampton, ON

- Worked with PHP code to design WordPress templates for category and post pages.
- Applied web scraping to pull related product information and images from the company's external site.
- Created a custom WordPress plugin to filter posts using custom taxonomy.

Game Developer Work Term Student

Zorbit's Math Adventure

May 2022 – Apr. 2023

St. John's, NL

- Developed game behavior that adheres to design specifications.
- Wrote and maintained client-side code to interface with data-driven websites.
- Built tools for artists and designers to aid in the development of game content.
- Collaborated with artists and designers to establish project specifications.
- Built and executed unit tests for game systems.

PROJECTS

Genrify | *JavaScript, HTML, CSS, Bootstrap, MongoDB*

May 2022

- Collaborated project with a teammate. A Spotify playlist generator website based on genres and sub-genres.
- Used the Spotify API to collect genres and sub-genres and present them to the user. Generated a random playlist based on user preferences and added the playlist to the user's Spotify account.
- The songs come from two data sets: the Million Playlist Dataset and the Spotify Song Dataset. These are managed through MongoDB.
- Applied Chart.js to visualize the data of each generated playlist and Bootstrap for building the website UI.

Owl's Adventure | *Godot, GDScript*

Jul. 2021

- A simple yet engaging platformer game with pixel art style using Godot engine.
- Designed two levels with different themes and difficulties, and tasked the player with helping an owl complete his adventure.