

Thien Nguyen

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EDUCATION

University of Houston – Houston, TX

Expected Graduation: Fall 2016

- Major: Computer Science
- Minor: Mathematics

SKILLS

- Java – 3 years
- C++ – 3 years
- C# – 1 year
- SQL – 1 year
- Currently learning Scala, Ruby, Groovy, Clojure, and Erlang

RELEVANT COLLEGE COURSEWORK

- Databases
- Programming Languages
- Data Structures and Algorithms
- Software Engineering
- Networking
- Computer Architecture
- Operating Systems
- Artificial Intelligence
- Automata

PROJECTS

- **SpotMe** – Created with a team of fellow students at CodeRED hackathon. SpotMe was designed to be a social discovery application that searches for available “buddies” to go to the gym with.
- **Squishy Fight** – Created at CodeRED Liftoff hackathon. Created in the Unity game engine as a colorful version of the 1972 arcade video game, Pong.
- <http://team4oars.azurewebsites.net/> – Website developed as a Software Engineering semester project along with a group of 6 other members with my role as Database Administrator

EXPERIENCE

University of Houston Student Center Gamesroom – *Supervisor*

October 2014 – October 2015

- Successfully developed clear and appropriate skills for delivering great customer service
- Evaluated and documented monetary transactions
- Knowledge in the operations and mechanical maintenance of bowling machines
- Conducted and supervised the training of new employees

ORGANIZATIONS/ACTIVITIES

University of Houston CougarCS – *Member*

Fall 2015 – Present

CodeRED Hackathon – *Participant*

April 3, 2015

CodeRED LiftOff Hackathon – *Participant*

November 21, 2015