

Nathan Nguyen

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EDUCATION

University of New South Wales

Bachelor of Computer Science

Sydney, NSW

Feb. 2021 – Aug. 2025

WORK EXPERIENCE

University Ambassador (Access, Equity & Inclusion)

University of New South Wales

Mar. 2023 – Present

Sydney, NSW

- Delivered interactive workshops for over 50 students across schools in low socio-economic areas, boosting their academic confidence and offering insights for UNSW's alternative admission pathways.
- Facilitated various on-campus programs for over 150 students, enabling them to see their future at UNSW.

EXTRA-CIRRICULARS

Sunswift Racing

Telemetry Systems Engineer

Apr. 2024 – Present

- Managed real-time data visualisation dashboards using Grafana, enabling the team to monitor car performance metrics during track days.
- Optimised data processing from AWS IoT Core and Greengrass to reduce latency and improve accuracy.

UNSW Illuminate

Software Lead

Jan. 2024 – Present

- Led a team of 6 on various projects encompassing embedded systems for art installations, enhancing online presence through website development and streamlining workflows with internal tools.
- Collaborated with mechanical, electrical and design teams to develop exhibits integrating art and technology.

Software Project Member

Jan. 2022 – Dec. 2022

- Worked with a team of 5 to redesign Illuminate's website using React, Gatsby and JavaScript, focusing on interactivity and dynamic elements to better reflect the club's unique identity.
- Developed website prototypes using Figma whilst incorporating feedback to refine and improve UX/UI elements.

UNSW Alternative Investment Society

Vice President of Operations

Nov. 2023 – Present

- Managed a team of 5 directors and their respective subcommittees across across marketing and IT departments, streamlining internal processes and providing technical support to 6 internal teams.

IT Director

Nov. 2022 – Dec. 2023

- Led a 4-person team in a strategic overhaul of the club website utilising JavaScript, providing members with a supportive environment to learn design skills through Figma and gain project experiences.
- Accomplished a 42% increase in website traffic and interest amongst students from 2022 to 2023.

COMPETITIONS & PROJECTS

YouTube Audio Visualiser | [Github.com/Nathan-CSE/audio-visualiser](https://github.com/Nathan-CSE/audio-visualiser)

Apr. 2024

- Created a full stack application that transforms audio data from YouTube videos into dynamic visual representations using Web Audio and Canvas JavaScript APIs.
- Developed the frontend using React and HTML/CSS to allow users to customise the appearance of the visualiser and queue YouTube videos.
- Implemented a real-time Firestore database system that manages unique session information.

aKin Winter Hackathon | 1st Place

Jul. 2024

- Worked with a team of 4 in developing a solution to teach new behaviours to robots through user-defined outcomes and explicit/implicit actions.
- Collaborated with aKin representatives to gain further insight into their current strategies and technological advances, with feedback used to bolster our solution.

UNSW Women in Technology × NAB Case Competition | 1st Place

Jul. 2023

- Led a 4-person team in developing a technological solution to empower NAB's customers to become more environmentally sustainable, aligning with the company's climate/technology strategies and core values.
- Liased with NAB representatives to gain feedback on our solution, leveraging existing company partnerships and gamification elements to reward sustainable behaviour.