Nathan Nguyen

0426100359 · nathannguyen1590@gmail.com · github.com/NathanTNguyen
Portfolio Website: nathannguyen-dev.netlify.app

EDUCATION

University of Technology, Sydney   **Mar 2020 - Feb 2024**
Bachelor of Computer Science (Honours)
- Achieved First Class Honours
- GPA: 6.09/7
- Weighted Average Mark (WAM): 79.72

EXPERIENCE

Wired and Wireless Solutions International (WWSI)   **Sep 2024 - Present**
Software Developer Intern
- Tasked with frontend development to modernize an outdated e-commerce platform using HTML, CSS and JavaScript, significantly enhancing user experience.
- Contributed to the development of a company client website using React, creating dynamic and interactive user interfaces.
- Closely collaborated with supervisor and stakeholders to gather requirements, translating them into frontend solutions while independently managing project timelines.

UTS Student Association (UTSSA)   **Feb 2021 - Dec 2021**
Peer Tutor
- Provided peer tutoring services for students seeking additional support in programming related classes.
- Simplified complex programming topics by relating them to real-life scenarios to improve student comprehension
- Organized and conducted both in-person and online tutoring sessions, assisting students with weekly lab tasks and assignments.

PROJECTS

SearchForDev.com (In Active Develoment) | *Technologies: React, Flask, Python , MongoDB, AWS Lambda, OpenAI API*
- Developed a full-stack job board website that aggregates direct job listings from company career pages and ATS providers.
- Leveraged Natural Language Processing (NLP) via the OpenAI API to filter and classify truly entry-level software development positions, ensuring relevance and accuracy.
- Implemented data normalization techniques to standardize job data, such as location fields, improving the consistency and quality of search results for users.

Personal Portfolio/Resume Website | *Technologies: React, JavaScript*
- Designed and developed a responsive portfolio website using React and JavaScript to showcase projects and skills.

Defold Game Project | *Technologies: Defold, Lua*
- Developed a top-down adventure game "Dungeon Escape", using the Defold game engine and Lua.
- Implemented common game features such as a health system, combat system, and bosses.

TECHNICAL SKILLS

Programming Languages	**Developer Tools**
Java, Python, Lua, JavaScript, Typescript	Git, VS Code, Eclipse, PyCharm
Frameworks	**Libraries**
React, Flask	pandas, NumPy, Matplotlib