

# Nathan Nguyen

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Personal Website: nathannguyen-dev.netlify.app/

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## 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

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## EXPERIENCE

### University of Technology, Sydney

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.

### KFC

May. 2021 - Jun. 2021

#### Team Member

- Facilitated clear and effective communication with coworkers and management.
- Maintained stringent hygiene standards during food preparation by rigorously following training protocols, including frequent hand washing, changing disposable gloves, and ensuring clean equipment, resulting in consistent high hygiene ratings.

### H&M

Nov. 2021 - Jan. 2022

#### Sales Advisor

- Delivered exceptional customer service by greeting and assisting customers, efficiently answering and resolving any inquiries.
- Processed transactions accurately, handling receipts, refunds, credits, ensuring a seamless checkout experience.

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## PROJECTS

### Personal Portfolio/Resume Website | *Technologies: React, Typescript*

- Developed a personal portfolio website showcasing my projects, skills and experience.
- Designed and implemented a responsive user interface using React and Typescript, emphasizing a clean and modern design

### 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.

### Friend Goal Tracker Website | *Technologies: React, Vite, Python, JavaScript, MongoDB*

- A full-stack project/website for creating and tracking user goals with social features.
- Collaborated with another computer science student on the project.

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## TECHNICAL SKILLS

### Programming Languages

Java, Python, Lua, JavaScript, Typescript

### Frameworks

React, Vite

### Developer Tools

Git, VS Code, Eclipse, PyCharm

### Libraries

pandas, NumPy, Matplotlib