

Nguyen-Hanh Nong

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Availability

- Available for 4, 8, or 12 months beginning September 2024
- Estimated Graduation Date: April 2026

Technical Skills

Programming Languages: Python, C#, C, C++, Java, JavaScript, TypeScript, HTML/CSS, TCL

Frameworks and Libraries: Angular, Playwright, React, NextJS, Express.js, Django, Node.js, Electron

Developer Tools: Git, GitHub, GitLab, Postman, Docker, Apache Maven, Swagger

Databases: SQL, MSSQL, MongoDB, SQLite

Operating Systems: Windows, Ubuntu (Linux), Arch (Linux)

Experience

Display Software Engineer Intern

May 2024 - August 2024

Qualcomm

Toronto, ON

- Lead development of new front-end for a color calibration tool using **Typescript and React** to support **500+** clients.
- Created a middleware layer using **C#** to translate **C++** libraries to **ASP.NET APIs** to communicate with the front end, resulting in a **50% latency reduction**.
- Conducted API testing using **Swagger**, ensuring reliable functionality and a seamless user experience for clients.

Software Developer Intern

September 2023 - December 2023

Royal Canadian Mountain Police

Ottawa, ON

- Developed **50+** end-to-end (E2E) tests using **Typescript and Playwright for C# and Angular** web applications, increasing test coverage by **60%**.
- Integrated E2E tests with **GitLab CI/CD** pipeline, allowing for automated testing.
- Designed **SQL scripts** for **Microsoft SQL Server** to automatically seed database for **CI/CD pipeline integration**, resulting in automated database resetting.
- Implemented bug fixes in **Angular and TypeScript** by adding run-time error checking to **Angular observables**, augmenting application reliability.

Software Developer Intern

May 2023 - August 2023

Nokia

Ottawa, ON

- Spearheaded development of **Python** packet analyzing tool for 3+ routers, achieving a **25% decrease in software bugs** by analyzing packet frame data integrity.
- Improved networking and encryption reliability in Nokia routers by creating **Regression, Sanity, and Integration** tests to catch development bugs.
- Streamlined encryption and security tests by porting them from **TCL** to **Python using PyTest**, reducing lines of code by **50%** and enhancing test efficiency and readability.
- Modified **C and C++ embedded code** in **Linux** to allow **encrypted communication** between routers, allowing for greater flexibility in connectivity options.

Projects

Pokemon Server | C

- Improved Pokemon data management by developing a **C application** that implements a **client-server model**, enabling clients to request a list of Pokemon of varying types and save them to their local desktop in text files.
- Increased the maximum amount of clients handled by **75%** by utilizing **mutexes and other synchronization** mechanisms to ensure the correctness of data accessed and modified by multiple threads.

Library Management Application | C++

- Improved library management by **developing a C++ application** to manage and sort existing libraries.
- Ensured application reliability by writing **unit and integration tests**, resulting in a **20% decrease in bugs**.

League Champion Discord Bot | Java, Apache Maven, Orianna

- Developed a **Java application** to improve user experience by allowing a random selection of items, roles, and champions for League of Legends matches.
- **Reduced command execution time by 30%** by implementing **caching mechanisms**, resulting in faster and more reliable bot performance.

Education

Carleton University

September 2021 – April 2026

Bachelor of Computer Science, Artificial Intelligence and Machine Learning Stream

Ottawa, ON

- **GPA: 4.0/4.0**