

<https://github.com/nguyenandrew>
andyln.com

Andrew Nguyen

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Education

University of Wisconsin – Madison

Graduated 2018

Bachelor of Science, Computer Science | Certificate in Mathematics | GPA: 3.03

Experience

Database and Backend Engineer | Software Engineering Class 01/2018 - 05/2018

Created a full-stack Wikipedia-like tool for UW-Madison students and faculty with a team of six. My contributions: Initialized the Spring Project with Maven for build automation. Setup Heroku for application deployments and Git for version control. Created PostgreSQL database from specification. Configured Flyway for database migrations and JPA for accessing database tables. Taught team how to use Mockito and JUnit for testing with behavior-driven development.

Backend Software Engineer Intern at Liberty Mutual – Dover, New Hampshire 05/2017 - 08/2017

Implemented features for a service to track resource usage on cloud deployments using Java, Spring, and MySQL. Displayed usage data with New Relic API. Provided better automated cost tracking for all business units within Liberty using Amazon Web Services API.

Internet of Things | Automatic Home Watering Solution 09/2016 - 12/2016

Worked with a team of five and a company sponsor to develop a portable smart watering device for home owners. Project created with a flow meter, battery power source, and raspberry pi. Device was presented to industry experts for feedback.

Full-Stack Software Engineer Intern at Liberty Mutual – Wausau, Wisconsin 05/2016 - 08/2016

Developed an internal communication platform using Node.js, Angular2, and MongoDB, allowing project developers and non-technical employees to discuss improvements on upcoming projects.

Projects

Virtual Reality Developer 05/2018 - Present

- Developing VR applications for the Oculus Rift and Go platforms

University of Wisconsin Extracurricular Activities 09/2015 - 05/2018

- Website team leader and coordinator for MadHacks, UW-Madison's intercollegiate hackathon
- Successfully ran two ~300 participant hackathons in Spring 2017 and Fall 2017. Maintained live website and managed project submissions during both events | hack.andyn.com
- Organized three ~100 participant hackathons in Spring 2016, Winter 2017, and Spring 2018
- Hackathon Participation: Huskie Hack 2015, Hack Illinois 2016, Panther Hacks 2016, MHacks Nano

Programming Artist 09/2014 - Present

- Maze generation and coloring algorithms using Ruby | maze.andyn.com
- Visualization of trigonometric functions using Processing | osc.andyn.com

Videogame Server Owner 09/2012 - 04/2013

- Maintained a 24/7 active server utilizing WordPress for website, MySQL for database, Mumble for voice, and MyBB for forum software on a CentOS and Ubuntu VPS
- Led a staff made of people from around the world to maintain server across different time zones
- Used PayPal Developer API and PHP to create payment model for server costs

Bukkit Plugin Developer 04/2012 - 07/2012

- Used the Bukkit API to create mods, such as improved combat and inventory sorting
- Over 20,000 cumulative downloads and interviewed for an article by Curse Inc.

Skills

Languages

Java, C++, C, VR Development (C#) (Oculus), Python, PostgreSQL, MySQL, HTML, CSS, JavaScript

Technologies/Frameworks

Git, Atlassian, Slack, Postman, Node.js, Bootstrap, Spring, React, AngularJS, Maven, Heroku, Flyway