

# NGUYEN CAT NGUYEN

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## Education

### University of Kansas

May. 2021 – Dec 2024

*Bachelor of Science in Computer Science*

### Relevant Coursework

- Programming Paradigm
- Database System
- Cyber Security
- Software Engineering

## Experience

### University of Kansas (Housing Department)

July 2023 – December 2024

*Resident Assistant*

*Lawrence, KS*

- Organized 10+ community-building events, increasing resident engagement to 82%.
- Addressed and resolved 50+ resident concerns annually, fostering a safe and inclusive living environment.
- Partnered with the Student Programs & Activities (SPA) Team to double event attendance from 30 to 60+ attendees, showcasing leadership and collaboration.

### University of Kansas (IT Department)

May 2023 – December 2024

*Academic Technology Support Team Member*

*Lawrence, KS*

- Troubleshoot and resolved 50+ classroom technology issues monthly, reducing support calls by 30% through proactive solutions.
- Assisted faculty with A/V setup, digital tools, and PC troubleshooting, ensuring 100% uninterrupted lecture delivery.
- Gained hands-on experience in IT support, UX optimization, and digital signage, strengthening technical communication skills.

### University of Kansas (Engineering Department)

February 2023 – December 2023

*Student Research Lab Assistant*

*Lawrence, KS*

- Assisted in structural material research, including concrete pouring, structural testing, and sample preparation.
- Collaborated in a team-oriented lab environment, enhancing problem-solving and attention to detail.
- Supported research objectives through data collection and field testing, contributing to meaningful research outcomes.

## Projects

### Interactive 3D Portfolio | *React.js, TailwindCSS, React Three Fiber*

January 2025

- Developed a 3D interactive portfolio website using React.js and Three.js, optimizing real-time rendering for seamless user experience.
- Optimized GLTF 3D models for web compatibility, reducing load times and improving performance.
- Integrated Leva to enable dynamic positioning, rotation, and scaling, ensuring a fully responsive 3D interface across devices.

### Zelda-Wiki | *React.js, Tailwindcss, DaisyUI, GSAP*

December 2024

- Developed a Zelda compendium website using React.js and REST APIs, enabling real-time data retrieval.
- Designed a fully responsive UI with Tailwind CSS, ensuring a seamless experience across PC, tablet, and mobile devices.
- Optimized API calls by implementing local sorting, reducing unnecessary requests and improving response time for faster user interactions.

### Zentry Gaming | *React.js, TailwindCSS, GSAP*

January 2025

- Developed a clone of the Zentry Gaming website using React.js and Tailwind CSS, demonstrating proficiency in front-end development.
- Integrated GSAP for custom clip-path animations and smooth video transitions, enhancing interactivity and user experience.
- Created a fully responsive design, ensuring seamless compatibility across all devices with optimized scrolling effects and dynamic animations.

## Technical Skills

**Version control:** Git, GitHub

**Languages:** Python, HTML/CSS, JavaScript, SQL

**Technologies/Frameworks:** React.js, Next.js, Three.js, Tailwind CSS