

Dang Nguyen

Irvine, CA | (714) 598-5839 | dangnn1@uci.edu | [Portfolio](#) | [Linkedin](#) | [GitHub](#)

EDUCATION

University of California, Irvine

Expected Grad: June, 2025

B.S in Computer Science with Specialization in Information

GPA: 3.83

Relevant Coursework: Project in Data Structures and Algorithms, Software Testing and Quality Assurance, Human Computer Interaction, Boolean Logic & Discrete Math, Linear Algebra, Intro To Software Engineering, Classical Physics

Programming Languages: Python • JavaScript • C++ • HTML • CSS • React • SQL

Technologies: Git • GitHub • Rest API • Postman • VSCode • NodeJS • ExpressJS • PostgreSQL • MongoDB • Firebase

WORK EXPERIENCES

Commit the Change | Software for Non-Profits

Irvine, CA

Full Stack Developer ([GitHub](#))

October 2021 - Present

- Volunteer to develop a web application with a team of 20 using **React**, **JavaScript**, and **CSS** for a non-profit, Patriots and Paws, which provides veterans & active military with basic furnishings and rescued pets for their home new residencies
- Constructed backend database tables in **PostgreSQL**, integrated **Nodemailer** for emailing capabilities, and aligned **Figma** designs with **Chakra UI**.
- Efficiently collaborate in **agile methodology**, scheduling peer-programming sessions, meeting biweekly sprint deadlines, and reporting progress during teamwide meetings. Communicate across departments for accurate design implementation.

University of California, Irvine | School of Information & Computer Science

Irvine, CA

Lab Tutor

March 2023 - June 2023

- Provided academic support to a group of 40 students in the "Introduction to Programming in **Python**" class by offering feedback and guidance on assignments and projects.
- Demonstrated consistent attendance, a strong work ethic, and proactive engagement by attending assigned labs, working alongside a Teaching Assistant three times a week, and offering additional support before and after class.

PROJECTS

ZotPals

UCI Webjam 2022 - First Place Winning Project. ([GitHub](#)) - ([Winning Announcement](#))

- Designed and developed a fully responsive web app that facilitated a student-centered platform for viewing and donating items, fostering new connections among users.
- Led a team of 4: delegating tasks and providing instruction on the **React**, **NoSQL**, and **Express** frameworks.
- Contributed as a full-stack developer, utilizing **React**, **HTML**, **CSS**, and **Javascript** for the website's frontend and **Express**, **MongoDB**, and **Nodemailer** for the backend.

ZotnFound

UCI VenusHack 2023 - Best Overall [Runner-up] Project ([Github](#)) - ([Devpost](#))

- Executed a system for users to create markers for lost & found items, complete with information fields and item categorization, improving the efficiency and accuracy of the search process.
- Led a team of 4 to develop a web app that addresses the issue of lost and found items in UCI using **React**.
- Implemented **Firebase** for user authentication and **Firestore** as database for efficient storage, retrieval, and **real-time** updates of user and item data.

HaveFun

HACK @ UCI 2023 - Best Meme Hack. ([GitHub](#)) - ([Devpost](#))

- Developed a full-stack social media platform using **React**, **MongoDB**, and **Express** frameworks, allowing users to create and share their memes/jokes, participate in daily challenges, and encourage a community of joy.
- Successfully implemented a **RESTful API** that seamlessly integrated multiple models and implemented user authentication from scratch through the browser local storage and the creation of cookies.

Tic-Tac-Toe PLUS

Personal Project ([Github](#)) - ([Website](#))

- Developed a fully responsive Tic-Tac-Toe web game with three modes: AI, multiplayer, and offline, using **React**, **Socket.IO**, and **JavaScript**.
- Implemented **AI recursive decision-making algorithm** for the AI game mode to calculate the most optimal move assuming that the player is also playing optimally.
- Created the multiplayer mode utilizing the **Socket.IO** library for real-time communication between players and the interactive scoreboard to track scores between players.