Dang Nguyen

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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, connected **frontend** and **backend** through inventory & driver dashboard pages, 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.