

Daniel Nguyen

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California State University, Long Beach

Bachelor of Science, Computer Science, Cumulative GPA: 3.5

Long Beach, CA

Spring 2024

PROJECTS

Bookstore

September 2021

- Creation of Python book library that manipulates a list of books in a given text file through various Data Structures such as Linked List Queues/Stacks, Binary Trees, and Array Lists
- Python utilization of Data Structures to algorithmically sort book catalogs, search for books, and add and removal of books in catalog

Coinbase Bot

January 2022

- Created a basic bot for cryptocurrency exchange, Coinbase, which allows for automatic trading of cryptocurrency based on user's choice of type of cryptocurrency, and pre-set max and min of buying and selling of said currency
- Utilizes a Python implementation with imports of multiple libraries such as NumPy and pandas
- Takes in basic machine learning imports such as sklearn and TensorFlow

Girl Scout Cookies

May 2023

- Created a Girl Scout Cookie software system model for tracking girls and volunteers who are registered to each troop, along with the amounts and types of cookies each troop and girl has been allotted
- Utilizes both SQL and NoSQL databases with MongoDB being used for NoSQL in order to simulate various complex queries within collections of the Girl Scout Cookie model

Intermeet Social App

May 2024

- Contributed in developing a social application in Android that allows users to connect with each other and create plans and check social locations within the application
- Implemented APIs in Kotlin, utilized Firebase Realtime Database and Authentication, created functionalities of the app utilizing GitHub dependencies, and created designs using XML

SKILLS & INTERESTS

Technical Skills: Python, Java, C++, SQL, Jupyter Notebook, Linux, Kali Linux, Amazon Web Services, Kotlin, GitHub, NoSQL, PostgreSQL, HTML, Microsoft Suite, Visual Studio Code

Relevant Courses: Data Structures, Calculus, Calculus II, Discrete Structures, Object-Oriented Programming, Algorithms, Databases, Machine Learning, Artificial Intelligence

Soft Skills: Leadership, Technical Analysis, Researching, Public Speaking, Time Management, Good Communication, Responsible, Readily Available and Responsive

Interests: Playing video games, Researching and Trading the Stock Market, Coding, Sleight of Hand, Magic the Gathering, Computer Hardware and Software

Achievements: President's List – Fall 2020, Dean's List – Spring 2021, Dean's List – Spring 2023

