

Quan Nghiem

Software Engineer

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EDUCATION

**Bachelor of Science in
Computer Science & Software
Engineering,**
University of Washington
09/2018 – 06/2020 | Bothell, WA

SKILLS

Programming Languages & Frameworks

Javascript (ES6), HTML / CSS, Typescript, Java, Angular, NodeJS,
Oracle SQL, MongoDB NoSQL

Software & Platforms

Windows, Linux, Android Studio (Flutter), Git, Bitbucket, Jenkins, Jira

PROFESSIONAL EXPERIENCE

Full Stack Developer, Citigroup

08/2020 – present | Irving, TX

- Utilized **Angular** (client) and **NodeJS** (server) to redesigns deprecated websites to enhance visuals, usability and scalability
- Developed **RESTful web services** to consume **SQL** datasets
- Used **JavaScript (ES6)**, **HTML** and **CSS** to delivered performance-driven and user-centric websites that met client's requirements
- Developed dynamically generated website using custom **CSS** and **Angular** component to fulfill client's requirements
- Developed function to transform **SQL** queries result into **JSON** format
- Contributed to the in-house **CSS** UI library to create reusable components for Citi

Unity Developer, University of Washington

03/2020 – 06/2020 | Bothell, WA

- Utilized **C#** on **Unity** platform to provide visualization and physics concepts
- Created frameworks to capture physics concepts
- Developed a question generator to meet clients' requests for varieties on engineering homework

PROJECTS

Shifter, Unity Project [🔗](#)

- Developed a game using **C#** and **Unity Engine** that allows users to play on **WebGL** or **Window**
- Created replicable and recyclable game contents by using singleton and factory pattern

Domaine, Full Stack Project

- Created a music webpage in **C#** and **HTML/CSS** using **.Net Framework** and **Azure Cloud** for hosting
- Build playlist and search lyrics & albums through various **RESTful APIs**
- Implemented **Azure Blob Storage** & **Web Service** for website's storage and hosting

Collabware, Android Application [🔗](#)

- Created **Android** application in Dart using Flutter framework and Firebase for data storage
- Collaborated with 5 team members to test and code application

VR Engineering Education Project, Unity Virtual Reality Project [🔗](#)

- Developed VR application in **C#** using **Unity Engine** and **AWS**
- Developed user interface in **C#** for **Oculus** headset and keyboards
- Developed physics scripts in **C#** using **Unity Physics Engine**