

Quintin Nguyen

COMPUTER SCIENCE STUDENT AT THE UNIVERSITY OF MARYLAND, COLLEGE PARK

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Education

University of Maryland

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, MINOR IN GLOBAL ENGINEERING LEADERSHIP

Graduated: 2022

- **Relevant Coursework:** Data Structures, Algorithms, Computer Systems, Organization of Programming Languages, Git
- **Programming Languages:** Java, Python, SQL, Bash

Experience

Amazon Web Services (Athena)

Jul. 2022 - Current

SOFTWARE ENGINEER

Seattle, WA

- Integrate CloudWatch Dashboards to a projects cloud development kit using lambda api to fetch metrics for monitoring customer traffic.
- Perform standard TPC-DS benchmark testing of new Graviton instance types to onboard to current EC2 flex fleet and analyze performance.
- Implement Graviton2 to all regions inside AWS Athena in order to gain 11% cost efficiency and optimize query execution by an overall 15%

University of Maryland Department of Computer Science

Aug. 2020 - Jan. 2021

TEACHING ASSISTANT

College Park, MD

- Improved students problem-solving skills by providing guidance and feedback on their object-oriented solutions.
- Lead TA sessions 6 hours a week and assisted in weekly labs and graded assignments for a class of 115

Tier 1 Consulting Group

Aug. 2019 - Dec. 2019

SOFTWARE ENGINEER INTERN

Ellicott City, MD

- Revamped the internal clock-in and time-sheet system that increased workflow by a margin of 20%
- Created and implemented a web-hook based chat-bot to streamline communication among project managers and developers.

Apple Inc.

Aug. 2019 - May. 2021

TECHNICAL SPECIALIST

Ellicott City, MD

- Worked as an iOS advisor over the phone to assist customers with technical and non technical questions
- Assist over 100+ customer weekly while achieving a resolution and satisfaction rate of over 90%

Muddy Branch Alliance

Sept. 2017 - May. 2018

SOFTWARE ENGINEER INTERN

Gaithersburg, MD

- Built a front-end feature for mapping out trails of the Muddy Branch stream onto google maps that is accessed publicly
- Implemented Keyhole Markup Language to connect a third party tool in order to map the trail using the google maps API

Projects

Amazon Web Services (Athena)

May. 2021 - Aug. 2021

SOFTWARE ENGINEER INTERN

Seattle, WA

- Automated a query analysis process using Athena and S3 bucket services in order to decrease on-call analysis by at least 50%
- Developed a full stack application using Google Web Tools working with Athena API in order to generate a query analysis with SQL
- Implemented UI-Handlers to handle asynchronous and synchronous server calls in order to work around single threaded processing

COVID-19 Tracker (Javascript, React.js, CSS, Material.UI)

FRONT AND BACK END DEVELOPER

- Website designed to track COVID-19 cases using disease.sh API and display up to date reports using Hooks and Material Ui.

Chat Bot (Python, React.js, Google Cloud)

INVOLVED COLLABORATION

- Implemented Natural Language Processing algorithms using python to determine if the caller is in need of the emergency National Suicide Prevention Hotline.
- Developed the front-end website for the application from scratch using React over a 48 hour time period.

Muddy Branch Trail Project (Google Earth, KML, Notepad++)

LEAD DEVELOPER

- Mapped the Muddy Branch Trail using KeyHole Markup Language and Google Maps to be displayed on the public website.
- Prevented the destruction of 3 local trails and 2 streams from being torn down and converted to road.

Web Portfolio (Javascript, CSS, HTML, React.js)

FRONT END DEVELOPER

- Implemented and launched a React Application to showcase my projects and skills during quarantine.
- Designed my webpage using Javascript, CSS, and HTML 5 and launched it using github.

Involvement

Student Host

April. 2019

BIT CAMP HACKATHON

- Facilitate 2 student led workshops and promote hackathon activities by engaging students to ensure an enjoyable atmosphere.
- Connect with over 100 students to help in resume workshops and development for app business pitch.