

## Joshua Nguyen

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### SUMMARY AND OBJECTIVE

Active Programmer since age 15. Over 3 months of experience in software development. Currently seeking a part-time or another internship in the software industry.

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### COMPUTER SKILLS

#### Languages

- Proficient in: Self-taught and fluency in C++ and C# respectively
- Familiar/Exposed with: Java, Python, JavaScript, HTML, CSS

#### Software

- IDE: Visual Studio(ASP.NET), Dev-C++, MonoDevelop
- Platforms/OS: Windows 7/10, Linux Distros: Ubuntu and Linux Mint
- Software: Unity3D(Game SDK), Blender, Unreal Engine 4(Game SDK), 3DS Maya/Max

#### Projects

- **Assembly Code for Linux: Conversion C to Assembly Language:**

Objective: Developing understanding basics of lower end language such as machine learning

- Converting any C language to machine-lower level language, Assembly by using commands from Linux operating systems such as Ubuntu, Linux Mint, etc.

<https://github.com/ReckoningHero/Assembly-Linux>

- **DirectX 2D Project: X Marks the Spot:**

Objective: Present a possible framework that can entice to a game environment without game editor.

- Asserting and building the C++ framework from scratch using the latest DirectX 11 dependencies and files.
- 2D DirectX game initialing the user to obtain the goal up to 20 times

<https://github.com/ReckoningHero/X-Marks-the-Spot>

- **Arduino Unity Project:**

Objective: Educate users to learn the basics of Arduino in a short span of time with Unity3D.

- TEAM PROJECT: Credit for First person mechanism and Room scene(Physics, Tables, and player's movement)

Portfolio: <http://twinb0rnsoft.com/Portfolio/>

GitHub: <https://github.com/ReckoningHero/>

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### EXPERIENCE

#### Software Developer Intern

September 2017 –  
December 2017

*White Code Labs, Palo Alto, California/Virtual-Remote*

- Programming C# Projects and Apps for clients' needed expectations
- Perform software testing in case of debugging and errors
- Assist and self-reliant in performing tasks and learning new soft skills on the job.

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### EDUCATION

#### University of Houston

2016-2019

*Houston, Texas, Computer Science, 3.0 GPA*

