Joshua D. Nguyen

DevOps Analyst | Software Developer | CS Graduate

Summary

I am a desired learner of everything within software from inside and out. I have been an active programmer since the age of 15. Since then, I dive myself into a world of vast information and complicated algorithms that entices my passion to continue the pathway as a programmer. The first programming language that I practiced was C++. C++ even since thrives my enthusiasm with many IDE and SDK software such as game development and software Development. On the side time, I currently committed and practicing on demand game development engines such as Unity/ Unreal Engine 4 and C#/.NET development for desktop apps. In a long-term goal, I mold a tangible path to become a senior-level software developer to learn and adapt technologies as soon as possible as the technology field has grown faster than ever before.

Experience

2020-02 - present

DevOps Support Analyst/Jr. Software Developer
Cornerstone Home Lending

• Providing support and assistance for key Tools and Services used by Software Developers, Testers and Operations to drive cross-team efficiencies.

• Provide support to incident escalation queue.

• Manage tasks assigned in Jira to organize them from high priority to low priority.

• Work within Visual Studio IDE and the source code repository for better quality and stability for production.

• Provide feedback and necessary support on the software development process from other team members.

• Perform configuration & nonfunctional changes from other non-technical team members

• Plan and undertake scheduled maintenance activities (Quality of Life).

2018-10- 2018-11

Web Developer Intern
Fruition Technology Labs

• Build a home page website using the latest web technology such as HTML5, CSS3, and JavaScript.

• Collaborate with other non-programmers and marketing team to get customers to attract to our website.

• Engage and assist with non-technical team to develop newer front-end technologies to replace VB.script and older HTML technologies.

2017-09 - 2017-12

Software Developer Intern
White Code Labs

• Programming C# .NET Projects and Apps for clients' needed expectations

• Perform software testing in case of debugging and errors.

• Using the latest software tools such as Docker and Visual Studios 2017 to maintain containers to clients and compile unique software.

• Assist and self-reliant in performing tasks and learning new soft skills on the job.

Personal Info

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Date of birth
1995-05-11

GitHub
https://github.com/ReckoningHero

WWW
http://www.twinb0rnsoft.com

LinkedIn
https://www.linkedin.com/in/joshuanguyensoft1995/

Skills

- **C++, C# ,.NET Development, Java, and Python (Application Development)**

- **Unreal Engine 4, Unity, 3D Max/Maya (Game Development and 3D Modeling)**

- **Jekyll , JavaScript, HTML5, and CSS3 (Web Development)**

Portfolio

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)

URL: http://www.twinb0rnsoft.com/Portfolio/