Joshua Nguyen

Software Developer Intern | CS Student

Summary

I am a learner of all things software from inside and out. I have been a active programmer since the age of 15. Even since, I dive myself into a world of informations and algorithms that entice my passion to continue the pathway as a programmer. First programming language was Java, then it was C++. C++ thrives my enthusiasm with many IDE and SDK software such as game development and software in day to day basis needs. I specialized in game development such as Unity/ Unreal Engine 4 and .NET devlopment for desktop apps and sometimes websites. I am right now currently learning VR development so I can kickstart my career as maybe a future indie game developer. Even to this day, I am still learning each and every day to learn more about software implematation and how real world development works as time passes since learning my first code, "Hello World"!

Experience

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 2016 to maintain containers to clients and compile unique software.
• Assist and self-reliant in performing tasks and learning new soft skills on the job.

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.

Education

2016-01 - 2018-12

University of Houston

Houston, Texas, Computer Science, 3.0 GPA

2019-01 - present

University of Houston Victoria at Katy Campus

Katy, Texas, Computer Science, 3.0 GPA

Software and Projects

Visual Studio (ASP.NET), Dev C++, and MonoDevelop

Unity3D(Game SDK), Blender, Unreal Engine 4(Game SDK), 3DS Maya/Max

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#, Java, .NET Development (Application Development)
Proficient

Jekyll , JavaScript, HTML5, and CSS (Web Development)
Proficient

DirectX 2D Project: X Marks the Spot

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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

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

Arduino Unity Project:

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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/