

• **Personal Info**

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• **Skills**

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



Proficient coding and chosen IDE such as Visual Studio (ASP.NET), Dev C++, and MonoDevelop

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



Proficient

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



Proficient

**Testing Software**



Proficient



# Joshua Nguyen

Software Tester |Future Software Developer| CS Student

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 development 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**

2019-03 - present

**Linguistic/Software Tester**

***Welocalize***

- Testing and debugging applications/websites for functional, linguistic, and problematic issues.
- Provided suggested solutions on linguistic issues and voice recognition software for client in tech.
- Provided Documents to account managers for reevaluation and direction needed.
- Work on several iOS devices to give to some engineers across the country to test the software and implement it better.

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.

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.

• **Education**

2019-01 - present

**Bachelor of Science in Computer Science,University of Houston Victoria, in at Katy Campus**

Katy, Texas, Computer Science, 3.0 GPA

- Currently in courses with two semesters left before graduation in the Fall of 2019.

2016-01 - 2018-12

**Bachelor of Science in Computer Science, University of Houston**

Houston, Texas, Computer Science, 3.0 GPA

- Left because of high cost of tuition rate and courses not transferred correctly and accordingly to what I initially thought.
- Also left because of the Natural Science College was telling me that I should take another major since I somehow can't take the upper-level CS courses anymore due to "lack of prerequisites".

- 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/>

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

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