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.

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/

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.

EDUCATION

University of Houston   2016-2019

Houston, Texas, Computer Science, 3.0 GPA