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| Joshua Nguyen  7431 Allen Pines | 281-857-1351 | [Joshua.nguyen56@yahoo.com](mailto:Joshua.nguyen56@yahoo.com) | LinkedIn: [https://www.linkedin.com/in/joshuanguyensoft1995](https://www.linkedin.com/in/joshuanguyensoft1995%20) |Website: <http://twinb0rnsoft.com/> | | | |
| 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/Projects.html>  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 | |