Khang Minh Nguyen

Seattle, WA | nguyenk25@spu.edu | (360) 9196-8348

https://www.linkedin.com/in/khangalexnguyen/

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QUALIFICATIONS

- Designed and built responsive web applications using React, JavaScript, CSS, and other front-end technologies.
- Engineered high-performance desktop software and games in C++, Python, and Rust, optimizing for speed and efficiency.
- Demonstrates adeptness in problem-solving and debugging.
- Fluent in Vietnamese and English
- Ability to work independently and as part of a team to bring games to market.
- Mentored junior developers; 1) training them in best practices, and 2) guiding them to write clean, well documented code.

EDUCATION

Bachelor of Science in Computer Engineering June 2024 *Seattle Pacific University, Seattle, Washington*

- **GPA**: 3.5; Deshazer Jacob Merit Scholarship award recipient, Falcon Legacy, Chapman-Stewart awardee, Wellspring General Scholarship awardee
- **Relevant Coursework**: Data Structures, Applications Programming, Netcentric Computing, Concepts in Programming Languages, Database Management, Engineering Probability & Statistics, Math for Computer Science, Calculus 3
- **Clubs:** Computer Science Coding Club, UW and SPU Chess Club

EXPERIENCE

Lex and Syntax Analyzer, Pico Data Analysis Tool Programmer, Seattle, WA Fall 2023 – Fall 2023 • Engineered an innovative compiler component in Rust that analyzes source code and outputs in multiple languages

- Implementing a robust lexical analyzer, recursive descent syntax analyzer, and configurable code generation modules to support both Scheme and Prolog output.

Full Stack Developer, E-commerce Site, Ho Chi Minh, Viet Nam Summer 2023 – Present • Engineered responsive front-end and back-end components for a Vietnam International Perfume Company e-commerce site

- Implementing customer-facing UI in React and Node.js REST APIs to retrieve data from a MongoDB database.
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Mobile Developer, DollarScholar, Seattle, WA Winter 2023 – Winter 2023 • Engineered an innovative economic management application for mobile devices using React JS • Implementing complex application logic and intuitive user interface components to deliver a smooth and responsive user experience.

Game Developer, Seattle, WA Fall 2021 – Winter 2021 • Engineered two classic strategy games, Tic Tac Toe, and Battleship, in C++,

- Implementing game logic, AI opponents, and console-based interfaces to allow two players to challenge each other or play against the computer.