

NOAH PARK-NGUYEN

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EDUCATION

Algonquin College | Ottawa, ON

Expected Graduation – 2025

- [Computer Engineering Technology – Computer Science \(Advanced Diploma\)](#)
- Honours: GPA (3.76 / 4.0), Dean's Honours List (Winter 2023, Spring 2023, Fall 2023, Spring 2024)
- Relevant Coursework: Object-Oriented Programming, Data Structures, Web Programming, Java Application Programming, C++ Programming, Introduction to Database, Network Programming Basics

EXPERIENCE

Algonquin College | Student Tester | Ottawa, ON

Sep 2024 – Dec 2024

- Designed and executed 200+ test cases, reducing system errors by 20% and ensuring stable feature functionality.
- Verified secure data actions and role-based access controls to safeguard sensitive information.
- Discovered and resolved 10+ critical bugs by collaborating with development teams, enhancing system stability, and meeting tight project deadlines.
- Coordinated communication across cross-functional teams and external partners by scheduling meetings and easing collaboration to resolve issues and ensure project progress.

FINTAC | Application Developer | Ottawa, ON

Jan 2024 – Apr 2024

- Developed a Java/Maven application to automate API data synchronization, cutting processing time from 8 hours to under 1 minute.
- Diagnosed and resolved 50+ system bugs, addressing syntax issues, missing translations, and improving data integrity.
- Enhanced input validation using Java/JUnit test cases, improving regex accuracy by 10% for critical form validations.

PROJECTS

[Video Game Database](#)

Maven – Spring Boot – MongoDB – ReactJS – Tailwind CSS

- Created a full-stack application for managing video game data and user reviews, integrating IGDB API for dynamic content updates.
- Designed scalable RESTful APIs and a MongoDB schema, enabling efficient data retrieval and real-time user interaction.

[Flashcards](#) | [Live Demo](#)

ReactJS – Tailwind CSS – JavaScript – JSON

- Built a responsive web app with complete CRUD functionality, browser-based persistence, and JSON import/export capabilities.
- Developed an intuitive user interface to streamline deck management and refine study workflows.

[Wordle Clone](#) | [Live Demo](#)

ReactJS – Tailwind CSS – JavaScript

- Engineered a Wordle-inspired game with on-screen and keyboard input, providing real-time feedback and an interactive user experience.
- Leveraged React hooks to create seamless gameplay mechanics and efficient state management.

SKILLS

- Programming Languages: Java, JavaScript, Python, SQL, C++, C, R
- Frontend Development: ReactJS, HTML5, CSS3, Tailwind CSS, JavaFX, Java Swing
- Backend Development: Node.js, Spring Boot, RESTful APIs, MySQL, MongoDB, Maven
- Tools & Platforms: Git, Visual Studio Code, IntelliJ IDEA, Visual Studio, Postman, VMWare Workstation, Eclipse
- Collaboration: Microsoft Azure DevOps, GitHub, Agile/Scrum Methodologies, Microsoft Office Suite
- Languages: English (native), French (conversational)