**NOAH PARK-NGUYEN**

Ottawa, ON | (778) 388-8144 | [noahparknguyen@gmail.com](mailto:noahparknguyen@gmail.com) | [LinkedIn](https://www.linkedin.com/in/nparknguyen/) | [GitHub](https://github.com/SerenePrince) | [Portfolio](https://sereneprince.github.io/noahpn/)

**EDUCATION**

**Algonquin College** |Ottawa, ONExpected Graduation – 2025

* [*Computer Engineering Technology – Computer Science (Advanced Diploma)*](https://www.algonquincollege.com/sat/program/computer-engineering-technology-computing-science/)
* *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](https://github.com/SerenePrince/VGDB)** 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**](https://github.com/SerenePrince/Flashcards)|[Live Demo](https://sereneprince.github.io/Flashcards/) 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**](https://github.com/SerenePrince/Wordle) |[Live Demo](https://sereneprince.github.io/Wordle/) 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)*