

NATHAN MAI

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EDUCATION

California State University Long Beach | Computer Science, B.S.

Expected Graduation - May 2026

Courses: Data Structures, Algorithms, Object-Oriented Programming, Discrete Mathematics II, Calculus II

SKILLS

Technical: Microsoft 365, Adobe Creative Suite, Pycharm, Visual Studio Code, Git, Figma, React, Flask, Java Oracle Cloud

Programming Languages: Python, HTML, JavaScript, CSS, Java, C++,

Languages: English, Vietnamese

EXPERIENCE

CodeNinjas | *Coding Instructor* | Los Alamitos, CA

April 2023 - Present

- Developed coding curriculum tailored to elementary school students, focusing on concepts such as sequencing, loops, and basic problem-solving skills.
- Engage after school programs of 25+ students through coding activities and projects, fostering creativity and critical thinking with weekly Scratch projects.
- Manage programming classes for 15+ students from ages 5-16, aiding in object-oriented programming, 3d modeling, and robotics - utilizing Scratch, Microsoft MakeCode, JavaScript, Unity, Python, TinkerCAD, Chess, Roblox, and Minecraft.

PROJECTS

Location Database Website

February - May 2024

- Designed and developed a dynamic website to display over 70 filmable locations, enhancing the client's marketing and operational capabilities in the film industry. Delivered a user-friendly, secure, and scalable platform that allows the client to independently manage content, including adding or removing locations as needed.
- Utilized React to ensure a responsive and interactive user experience, integrated Firebase for real-time data management, and leveraged Java Oracle Cloud with NGINX for robust hosting. Implemented modular design principles and developed an admin module for easy content management. Secured the site with SSL certificates.

Physics Music Ball Game

February 2024

- Attended a Hackathon, FullyHacks at CSUF, and constructed a website hosted on Github Pages. Developed using HTML, CSS, and JavaScript.
- Implemented physics techniques in Javascript to make balls bounce within an adjustable border. Added music notes that would increment in scale to play for every bounce of the ball. Included more features such as adjusting gravity, image, collision, size, and sound of the ball, ultimately modifying the physics of the ball's movement.

PictoChat Rebrand

April 2024

- Participated and *won* a Hackathon, MarinaHacks, at CSULB. Redesigned and developed a web-based version of PictoChat, enhancing the platform's interactivity and user engagement by achieving a functional and visually appealing application that supports real-time communication and user data management using React as the frontend, backend integration using Flask and WebSockets, and graphic design using Aseprite.

LEADERSHIP & ACHIEVEMENTS

Society of Hispanic Professional Engineers | *President, Sophomore Representative*

Feb 2024 - Present

- Assist in hosting, running, and leading weekly workshops to 20+ underrepresented students at CSULB to enhance transitioning to a professional engineering career.

Key Club | *Secretary, District Visual Media Team*

Feb 2018 - May 2022

- Volunteered 400+ community service hours through food drive assistance, marathon runs, toy drives, and beach clean ups.
- Accomplished fundraising and planned events accumulating over \$3,000 for the Pediatric Trauma Program, by organizing various activities and initiatives such as bake sales and food fundraisers