Ryan Tat Nguyen

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OBJECTIVE

Detail-oriented Computer Science graduate with a solid foundation in software development and a growing interest in embedded systems and real-time applications. Eager to contribute to mission-critical engineering efforts through reliable code, system-level problem solving, and cross-functional collaboration.

SKILLS

- ❖ **Programming Languages:** JavaScript, TypeScript, C/C++, C#, Python, Java, SQL, HTML/CSS
- ❖ **Frameworks & Libraries:** React.js, Node.js, Django, Bootstrap, jQuery
- ❖ **Databases:** MySQL, MongoDB
- ❖ **Cloud Computing:** Amazon Web Services (AWS)
- ❖ **DevOps & Tools:** Excel, Docker, Continuous Integration/Continuous Deployment (CI/CD)

EDUCATION

University of Utah   **August 2020 - May 2025**
Bachelor's of Science in Computer Science   *Utah, United States*
GPA: 3.792 - Dean's List (6 Semesters)

PROFESSIONAL EXPERIENCE

Freelance Web Developer & LMS Administrator   **Dec 2024 – Feb 2025, Jun 2025 – Jul 2025**
C&T Driving School
- ❖ Designed and developed a responsive website for a local driving school using modern front-end technologies.
- ❖ Applied UX/UI best practices to improve user flow, readability, and mobile accessibility.
- ❖ Created quiz banks, auto-graded assessments, completion rules, and custom certificate generation.
- ❖ Integrated backend verification and reporting features for compliance with state driving requirements.

TECHNICAL PROJECTS

Capstone Project - NCAA Picks   *JavaScript, TypeScript, Java, React, Node.js, Spring Boot, MySQL, AWS, Git*
- ❖ Developed a full-stack web application for sports fans to interact, share predictions, and engage in sports discussions.
- ❖ Integrated sports API for real-time data; synced frontend state with backend and database.
- ❖ Built secure user authentication with login, registration, and session handling.
- ❖ Streamlined user experience through intuitive UI/UX design to increase usability and encourage user engagement.
- ❖ Collaborated in an Agile team environment with weekly sprints, standup meetings, and iterative development cycles.

Chat Client - Chatterbox   *.NET MAUI, C#, XAML*
- ❖ Developed a cross-platform chat client using .NET MAUI, targeting Android, iOS, Windows, and macOS.
- ❖ Built custom networking logic to handle user authentication, message routing, and persistent connections.
- ❖ Implemented a responsive and intuitive user interface using XAML with support for light/dark themes and adaptive layouts.

Blackjack Game - Card Noir   *C++, Box2D, qmake, Git, Qt Creator*
- ❖ Designed and developed a turn-based card game inspired by blackjack, featuring custom AI logic to dynamically adjust difficulty and create more engaging, varied player Nxperiences.
- ❖ Integrated Box2D for realistic physics effects (e.g., card flips, shuffles) to enhance game interactivity.
- ❖ Debugged and optimized gameplay logic and UI responsiveness through Qt Creator's integrated tools.